

z/OS Communications Server



# IPv6 Network and Application Design Guide

*Version 2 Release 2*

**Note:**

Before using this information and the product it supports, be sure to read the general information under “Notices” on page 167.

This edition applies to Version 2 Release 2 of z/OS (5650-ZOS), and to subsequent releases and modifications until otherwise indicated in new editions.

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# Contents

<b>Figures</b>	<b>vii</b>
<b>Tables</b>	<b>ix</b>
<b>About this document</b>	<b>xi</b>
Who should read this document	xi
How this document is organized	xi
How to use this document	xi
Determining whether a publication is current	xii
How to contact IBM service	xii
Conventions and terminology that are used in this document	xii
Prerequisite and related information	xiii
<b>Summary of changes for IPv6 Network and Application Design Guide</b>	<b>xix</b>
Changes made in z/OS Version 2 Release 2	xix
Summary of changes for z/OS Version 2 Release 1	xix
<b>Chapter 1. Internet Protocol Version 6</b>	<b>1</b>
Neighbor discovery	3
Comparison of IPv6 and IPv4 characteristics	4
<b>Chapter 2. IPv6 addressing</b>	<b>7</b>
Textual representation of IPv6 addresses	7
Textual representation of IPv6 prefixes	8
IPv6 address space	8
IPv6 addressing model	9
Scope zones	9
Categories of IPv6 addresses	10
Unicast IPv6 addresses	11
Multicast IPv6 addresses	14
Anycast IPv6 addresses	16
Typical IPv6 addresses assigned to a node	16
IPv6 address states	16
<b>Chapter 3. IPv6 protocol</b>	<b>19</b>
Extension headers	19
Fragmentation in an IPv6 network	20
Fragmentation and UDP/RAW	20
Path MTU discovery	20
IPv6 routing	20
Router discovery	21
ICMPv6 redirects	22
Dynamic routing protocols	22
Considerations for route selection	24
Considerations for multipath routes	24
The VARY TCPIP,,OBEYFILE command and routes	25
Policy-based routing	25
ICMPv6	26
Multicast Listener Discovery	26
Neighbor discovery	27
Router advertisements	28
Redirect processing	33
Duplicate address detection	33
Address resolution	34

Neighbor unreachability detection . . . . .	34
Assigning IP addresses to interfaces . . . . .	35
Stateless address autoconfiguration . . . . .	35
IP address takeover following an interface failure. . . . .	36
How to get addresses for VIPAs . . . . .	37
IPv6 temporary addresses with random interface IDs . . . . .	37
Configuring a TCP/IP stack to generate IPv6 temporary addresses . . . . .	38
Enabling a client application to use IPv6 temporary or public addresses . . . . .	39
Displaying the configured and generated temporary or public address information . . . . .	40
Default address selection . . . . .	40
Policy table for IPv6 default address selection . . . . .	41
Default destination address selection . . . . .	42
Default source address selection . . . . .	43
Configuring the policy table for default address selection . . . . .	46
Displaying the policy table for default address selection . . . . .	47
Enabling IPv6 communication between IPv6 nodes or networks in an IPv4 environment . . . . .	47
Enabling end-to-end communication between IPv4 and IPv6 applications . . . . .	48
IPv6 application on a dual-mode stack . . . . .	48
IPv4 application on a dual-mode stack . . . . .	49
Application layer gateways and protocol translation. . . . .	50
Considerations for configuring z/OS for IPv6 . . . . .	51
IPv4-only stack . . . . .	51
IPv6-only stack . . . . .	52
Dual-mode stack . . . . .	52
INET considerations . . . . .	52
IPv4-only stack . . . . .	52
Dual-mode IPv4/IPv6 stack . . . . .	53
Common INET considerations . . . . .	53
Enabling AF_INET6 support in a Common INET environment . . . . .	53
Disabling AF_INET6 support in a Common INET environment . . . . .	53
Supporting a mixture of dual-mode stacks and IPv4-only stacks. . . . .	54
Configuring a Common INET environment. . . . .	55
<b>Chapter 4. Configuring support for z/OS . . . . .</b>	<b>57</b>
Ensure that important features are supported over IPv6 . . . . .	57
Assess automation and application impacts because of Netstat and message changes. . . . .	57
Determine how remote sites connect to the local host . . . . .	57
SNA access . . . . .	58
Avoid using IP addresses for identifying remote hosts . . . . .	58
Using the BIND parameter on the PORT statement . . . . .	59
Security considerations . . . . .	59
Support for scope information . . . . .	60
Enabling IPv6 support. . . . .	62
TCP/IP profile configuration statements for configuring IPv6. . . . .	63
Resolver processing. . . . .	64
Resolver configuration. . . . .	64
Resolver communications with the Domain Name System. . . . .	65
User exits . . . . .	66
Which applications started with inetd are IPv6 enabled? . . . . .	66
Modifying the inetd.conf file . . . . .	66
IPv6 and SMF records . . . . .	67
IPv6 and the Policy Agent . . . . .	67
IPv6 and SNMP . . . . .	68
Monitoring the IP network . . . . .	68
IPv6 and Netstat. . . . .	68
IPv6 and Ping and Traceroute . . . . .	70
Diagnosing problems with IPv6 . . . . .	70
<b>Chapter 5. Configuration guidelines . . . . .</b>	<b>71</b>
Connecting to an IPv6 network. . . . .	71

Assigning IPv6 addresses. . . . .	72
Updating DNS definitions . . . . .	74
Including static VIPAs in DNS . . . . .	74
Defining IPv4-only host names and IPv4/IPv6 host names . . . . .	74
Using source VIPA . . . . .	74
Using dynamic or static routing to improve network selection . . . . .	75
Connecting to non-local IPv4 locations . . . . .	76
IPv6-only application access to IPv4-only application . . . . .	76
<b>Chapter 6. API support . . . . .</b>	<b>77</b>
UNIX socket APIs . . . . .	78
Native TCP/IP socket APIs . . . . .	78
<b>Chapter 7. Basic socket API extensions for IPv6 . . . . .</b>	<b>81</b>
Design considerations . . . . .	81
Protocol families. . . . .	81
Address families. . . . .	81
Special IP addresses . . . . .	82
Name and address resolution functions . . . . .	83
Protocol-independent node name and service name translation . . . . .	83
Socket address structure to host name and service name . . . . .	88
Address conversion functions . . . . .	89
Address testing macros . . . . .	90
Interface identification. . . . .	90
Socket options to support IPv6 . . . . .	91
Option to control sending of unicast packets . . . . .	92
Options to control sending of multicast packets . . . . .	92
Options to control receiving of multicast packets . . . . .	93
Socket option to control IPv4 and IPv6 communications . . . . .	95
Socket options for SOL_SOCKET, IPPROTO_TCP and IPPROTO_IP levels . . . . .	95
<b>Chapter 8. Enabling an application for IPv6 . . . . .</b>	<b>97</b>
Changes to enable IPv6 support . . . . .	97
Support for unmodified applications . . . . .	97
Application awareness of whether system is IPv6 enabled. . . . .	97
Socket address structure changes . . . . .	100
Address conversion functions . . . . .	100
Resolver API processing. . . . .	100
Special IPv6 addresses . . . . .	101
Passing ownership of sockets across applications using givesocket and takesocket APIs . . . . .	101
Using multicast and IPv6 . . . . .	102
IP addresses might not be permanent . . . . .	103
Including IP addresses in the data stream . . . . .	103
Example of an IPv4 TCP server program . . . . .	103
Example of the simple TCP server program enabled for IPv6 . . . . .	104
<b>Chapter 9. Advanced socket APIs. . . . .</b>	<b>107</b>
Controlling the content of the IPv6 packet header . . . . .	107
Socket options and ancillary data to support IPv6 (IPPROTO_IPV6 level) . . . . .	108
Socket option to support ICMPv6 (IPPROTO_ICMPV6 level) . . . . .	119
Using ancillary data on sendmsg() and recvmsg() . . . . .	120
Interactions between socket options and ancillary data . . . . .	122
Hop limit options . . . . .	122
Options for setting the source address . . . . .	122
Options for specifying the outgoing interface. . . . .	123
RAW sockets . . . . .	123
RAW protocol values. . . . .	124
Application visibility of IP headers . . . . .	124
ICMP considerations . . . . .	125
Checksum of data . . . . .	126

<b>Chapter 10. Advanced concepts and topics</b>	<b>127</b>
Tunneling	127
Configured tunnels	128
6to4 addresses	129
6over4 tunnels	130
Application migration and coexistence overview	131
Application migration approaches	132
Translation mechanisms	132
<b>Appendix A. IPv6 support tables</b>	<b>135</b>
Supported IPv6 standards	135
Application support of scope information specified on host name or IP address	136
z/OS-specific features	137
Applications not enabled for IPv6	140
<b>Appendix B. Related protocol specifications</b>	<b>141</b>
<b>Appendix C. Accessibility</b>	<b>165</b>
<b>Notices</b>	<b>167</b>
Policy for unsupported hardware.	175
Trademarks	175
<b>Bibliography.</b>	<b>177</b>
<b>Index</b>	<b>181</b>
<b>Communicating your comments to IBM</b>	<b>185</b>

---

## Figures

1.	IPv6 address space . . . . .	2
2.	Unicast address format. . . . .	11
3.	Global unicast address format . . . . .	11
4.	Link-local address format . . . . .	12
5.	IPv4-mapped IPv6 address . . . . .	13
6.	OSA-Express QDIO interface ID format . . . . .	13
7.	Multicast address format . . . . .	14
8.	Flags in multicast address. . . . .	14
9.	Communicating between IPv6 nodes or networks in an IPv4 environment . . . . .	47
10.	Communicating between IPv4 and IPv6 applications. . . . .	48
11.	IPv6 application on dual-mode stack . . . . .	49
12.	IPv4-only application on a dual-mode stack. . . . .	50
13.	Mixing dual-mode and IPv4-only stacks . . . . .	55
14.	z/OS socket APIs . . . . .	77
15.	Example of protocol-independent client application . . . . .	99
16.	Tunneling. . . . .	128
17.	6to4 address format . . . . .	129
18.	6over4 address format . . . . .	130
19.	Dual-mode stack IP host. . . . .	131





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## Tables

1.	Comparison of IPv4 and IPv6 . . . . .	4
2.	Address types . . . . .	7
3.	Address type representation . . . . .	8
4.	Multicast scope field values . . . . .	15
5.	Default policy table for IPv6 default address selection . . . . .	41
6.	Source address selection . . . . .	45
7.	IPv6 support for different policy types . . . . .	67
8.	sockaddr format for AF_INET . . . . .	82
9.	sockaddr format for AF_INET6 . . . . .	82
10.	Special IP addresses. . . . .	82
11.	Getaddrinfo application capabilities 1. . . . .	85
12.	Getaddrinfo application capabilities 2. . . . .	86
13.	Address conversion functions . . . . .	90
14.	Address testing macros . . . . .	90
15.	Function calls . . . . .	91
16.	Socket options for getsockopt() and setsockopt() . . . . .	92
17.	Using socket() to determine IPv6 enablement . . . . .	98
18.	sockaddr structure changes . . . . .	100
19.	Address conversion function changes . . . . .	100
20.	Resolver API changes . . . . .	101
21.	Special IPv6 address changes . . . . .	101
22.	givesocket() and takesocket() changes . . . . .	101
23.	Multicast options . . . . .	102
24.	Sockets options at the IPPROTO_IPV6 level . . . . .	108
25.	Ancillary data on sendmsg() (Level = IPPROTO_IPV6). . . . .	109
26.	Ancillary data on recvmsg() (Level = IPPROTO_IPV6) . . . . .	109
27.	Sockets options at the IPPROTO_ICMPV6 level . . . . .	119
28.	Macros used to manipulate filter value . . . . .	120
29.	Application communication on a dual-mode host . . . . .	132
30.	Supported IPv6 standards . . . . .	135
31.	Application support for scope information. . . . .	136
32.	Link-layer device support . . . . .	137
33.	Virtual IP Addressing support . . . . .	137
34.	Sysplex support. . . . .	138
35.	IP routing functions . . . . .	138
36.	Miscellaneous IP/IF-layer functions . . . . .	138
37.	Transport-layer functions . . . . .	138
38.	Network management and accounting functions. . . . .	139
39.	Security functions . . . . .	139
40.	Server applications not enabled for IPv6 . . . . .	140
41.	Client applications not enabled for IPv6. . . . .	140
42.	Command-type applications not enabled for IPv6 . . . . .	140



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## About this document

This document contains information relating to the IPv6 protocol and the implementation of the protocol on z/OS® Communications Server Version 2 Release 2.

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## Who should read this document

This information is intended for programmers and system administrators who are familiar with the IPv6 protocol, TCP/IP, MVS™, and z/OS UNIX.

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## How this document is organized

This document contains the following information:

- Chapter 1, “Internet Protocol Version 6,” on page 1 provides an introduction to IPv6 for z/OS Communications Server Version 2 Release 1.
- Chapter 2, “IPv6 addressing,” on page 7 contains a discussion of the IPv6 addressing model and the different IPv6 address types.
- Chapter 3, “IPv6 protocol,” on page 19 provides a description of the z/OS Communications Server Version 2 Release 13 implementation of the IPv6 protocol.
- Chapter 4, “Configuring support for z/OS,” on page 57 describes the IPv6 function provided in z/OS Communications Server Version 2 Release 13 and how to enable it.
- Chapter 5, “Configuration guidelines,” on page 71 contains recommendations and guidance information for implementing the IPv6 functions provided in z/OS Communications Server Version 2 Release 13.
- Chapter 6, “API support,” on page 77 describes the various z/OS socket APIs and the level of IPv6 present for each API.
- Chapter 7, “Basic socket API extensions for IPv6,” on page 81 describes basic socket API changes that most applications use.
- Chapter 8, “Enabling an application for IPv6,” on page 97 describes common issues and considerations involved in enabling existing IPv4 socket applications for IPv6 communications.
- Chapter 9, “Advanced socket APIs,” on page 107
- Chapter 10, “Advanced concepts and topics,” on page 127
- Appendix A, “IPv6 support tables,” on page 135
- Appendix B, “Related protocol specifications,” on page 141 lists the related protocol specifications for TCP/IP.
- Appendix C, “Accessibility,” on page 165 describes accessibility features to help users with physical disabilities.
- “Notices” on page 167 contains notices and trademarks used in this document.
- “Bibliography” on page 177 contains descriptions of the documents in the z/OS Communications Server library.

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## How to use this document

To use this document, you should be familiar with z/OS TCP/IP Services and the TCP/IP suite of protocols.

## Determining whether a publication is current

As needed, IBM updates its publications with new and changed information. For a given publication, updates to the hardcopy and associated BookManager® softcopy are usually available at the same time. Sometimes, however, the updates to hardcopy and softcopy are available at different times. The following information describes how to determine if you are looking at the most current copy of a publication:

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For immediate assistance, visit this website: <http://www.software.ibm.com/network/commserver/support/>

Most problems can be resolved at this website, where you can submit questions and problem reports electronically, and access a variety of diagnosis information.

For telephone assistance in problem diagnosis and resolution (in the United States or Puerto Rico), call the IBM Software Support Center anytime (1-800-IBM-SERV). You will receive a return call within 8 business hours (Monday – Friday, 8:00 a.m. – 5:00 p.m., local customer time).

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## Conventions and terminology that are used in this document

Commands in this book that can be used in both TSO and z/OS UNIX environments use the following conventions:

- When describing how to use the command in a TSO environment, the command is presented in uppercase (for example, NETSTAT).
- When describing how to use the command in a z/OS UNIX environment, the command is presented in bold lowercase (for example, **netstat**).
- When referring to the command in a general way in text, the command is presented with an initial capital letter (for example, Netstat).

All the exit routines described in this document are *installation-wide exit routines*. The installation-wide exit routines also called installation-wide exits, exit routines, and exits throughout this document.

The TPF logon manager, although included with VTAM®, is an application program; therefore, the logon manager is documented separately from VTAM.

Samples used in this book might not be updated for each release. Evaluate a sample carefully before applying it to your system.

**Note:** In this information, you might see the following Shared Memory Communications over Remote Direct Memory Access (SMC-R) terminology:

- RDMA network interface card (RNIC), which is used to refer to the IBM® 10GbE RoCE Express® feature.
- Shared RoCE environment, which means that the 10GbE RoCE Express feature operates on an IBM z13™ (z13) or later system, and that the feature can be used concurrently, or shared, by multiple operating system instances. The RoCE Express feature is considered to operate in a shared RoCE environment even if you use it with a single operating system instance.

For definitions of the terms and abbreviations that are used in this document, you can view the latest IBM terminology at the IBM Terminology website.

## Clarification of notes

Information traditionally qualified as Notes is further qualified as follows:

**Note** Supplemental detail

**Tip** Offers shortcuts or alternative ways of performing an action; a hint

**Guideline**

Customary way to perform a procedure

**Rule** Something you must do; limitations on your actions

**Restriction**

Indicates certain conditions are not supported; limitations on a product or facility

**Requirement**

Dependencies, prerequisites

**Result** Indicates the outcome

---

## Prerequisite and related information

z/OS Communications Server function is described in the z/OS Communications Server library. Descriptions of those documents are listed in “Bibliography” on page 177, in the back of this document.

## Required information

Before using this product, you should be familiar with TCP/IP, VTAM, MVS, and UNIX System Services.

## Softcopy information

Softcopy publications are available in the following collection.

Titles	Order Number	Description
<i>IBM System z Redbooks Collection</i>	SK3T-7876	The IBM Redbooks® publications selected for this CD series are taken from the IBM Redbooks inventory of over 800 books. All the Redbooks publications that are of interest to the System z® platform professional are identified by their authors and are included in this collection. The System z subject areas range from e-business application development and enablement to hardware, networking, Linux, solutions, security, parallel sysplex, and many others. For more information about the Redbooks publications, see <a href="http://www-03.ibm.com/systems/z/os/zos/zfavorites/">http://www-03.ibm.com/systems/z/os/zos/zfavorites/</a> .

## Other documents

This information explains how z/OS references information in other documents.

When possible, this information uses cross-document links that go directly to the topic in reference using shortened versions of the document title. For complete titles and order numbers of the documents for all products that are part of z/OS, see z/OS Information Roadmap (SA23-2299). The Roadmap describes what level of documents are supplied with each release of z/OS Communications Server, and also describes each z/OS publication.

To find the complete z/OS library, visit the z/OS library in IBM Knowledge Center ([www.ibm.com/support/knowledgecenter/SSLTBW/welcome](http://www.ibm.com/support/knowledgecenter/SSLTBW/welcome)).

Relevant RFCs are listed in an appendix of the IP documents. Architectural specifications for the SNA protocol are listed in an appendix of the SNA documents.

The following table lists documents that might be helpful to readers.

Title	Number
<i>DNS and BIND</i> , Fifth Edition, O'Reilly Media, 2006	ISBN 13: 978-0596100575
<i>Routing in the Internet</i> , Second Edition, Christian Huitema (Prentice Hall 1999)	ISBN 13: 978-0130226471
<i>sendmail</i> , Fourth Edition, Bryan Costales, Claus Assmann, George Jansen, and Gregory Shapiro, O'Reilly Media, 2007	ISBN 13: 978-0596510299
<i>SNA Formats</i>	GA27-3136
<i>TCP/IP Illustrated, Volume 1: The Protocols</i> , W. Richard Stevens, Addison-Wesley Professional, 1994	ISBN 13: 978-0201633467
<i>TCP/IP Illustrated, Volume 2: The Implementation</i> , Gary R. Wright and W. Richard Stevens, Addison-Wesley Professional, 1995	ISBN 13: 978-0201633542
<i>TCP/IP Illustrated, Volume 3: TCP for Transactions, HTTP, NNTP, and the UNIX Domain Protocols</i> , W. Richard Stevens, Addison-Wesley Professional, 1996	ISBN 13: 978-0201634952
<i>TCP/IP Tutorial and Technical Overview</i>	GG24-3376
<i>Understanding LDAP</i>	SG24-4986
z/OS Cryptographic Services System SSL Programming	SC14-7495
z/OS IBM Tivoli Directory Server Administration and Use for z/OS	SC23-6788

Title	Number
z/OS JES2 Initialization and Tuning Guide	SA32-0991
z/OS Problem Management	SC23-6844
z/OS MVS Diagnosis: Reference	GA32-0904
z/OS MVS Diagnosis: Tools and Service Aids	GA32-0905
z/OS MVS Using the Subsystem Interface	SA38-0679
z/OS Program Directory	GI11-9848
z/OS UNIX System Services Command Reference	SA23-2280
z/OS UNIX System Services Planning	GA32-0884
z/OS UNIX System Services Programming: Assembler Callable Services Reference	SA23-2281
z/OS UNIX System Services User's Guide	SA23-2279
z/OS XL C/C++ Runtime Library Reference	SC14-7314
zEnterprise System and System z10 OSA-Express Customer's Guide and Reference	SA22-7935

## Redbooks publications

The following Redbooks publications might help you as you implement z/OS Communications Server.

Title	Number
<i>IBM z/OS V2R1 Communications Server TCP/IP Implementation, Volume 1: Base Functions, Connectivity, and Routing</i>	SG24-8096
<i>IBM z/OS V2R1 Communications Server TCP/IP Implementation, Volume 2: Standard Applications</i>	SG24-8097
<i>IBM z/OS V2R1 Communications Server TCP/IP Implementation, Volume 3: High Availability, Scalability, and Performance</i>	SG24-8098
<i>IBM z/OS V2R1 Communications Server TCP/IP Implementation, Volume 4: Security and Policy-Based Networking</i>	SG24-8099
<i>IBM Communication Controller Migration Guide</i>	SG24-6298
<i>IP Network Design Guide</i>	SG24-2580
<i>Managing OS/390 TCP/IP with SNMP</i>	SG24-5866
<i>Migrating Subarea Networks to an IP Infrastructure Using Enterprise Extender</i>	SG24-5957
<i>SecureWay Communications Server for OS/390 V2R8 TCP/IP: Guide to Enhancements</i>	SG24-5631
<i>SNA and TCP/IP Integration</i>	SG24-5291
<i>TCP/IP in a Sysplex</i>	SG24-5235
<i>TCP/IP Tutorial and Technical Overview</i>	GG24-3376
<i>Threadsafe Considerations for CICS</i>	SG24-6351

## Where to find related information on the Internet

### z/OS

This site provides information about z/OS Communications Server release availability, migration information, downloads, and links to information about z/OS technology

<http://www.ibm.com/systems/z/os/zos/>

### **z/OS Internet Library**

Use this site to view and download z/OS Communications Server documentation

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### **IBM Communications Server product**

The primary home page for information about z/OS Communications Server

<http://www.software.ibm.com/network/commserver/>

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<http://www.ibm.com/support/knowledgecenter/SSZJDU/welcome>

### **RFCs**

Search for and view Request for Comments documents in this section of the Internet Engineering Task Force website, with links to the RFC repository and the IETF Working Groups web page

<http://www.ietf.org/rfc.html>

### **Internet drafts**

View Internet-Drafts, which are working documents of the Internet Engineering Task Force (IETF) and other groups, in this section of the Internet Engineering Task Force website

<http://www.ietf.org/ID.html>

Information about web addresses can also be found in information APAR III1334.



**Note:** Any pointers in this publication to websites are provided for convenience only and do not serve as an endorsement of these websites.

## **DNS websites**

For more information about DNS, see the following USENET news groups and mailing addresses:

### **USENET news groups**

comp.protocols.dns.bind

### **BIND mailing lists**

<https://lists.isc.org/mailman/listinfo>

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## **The z/OS Basic Skills Information Center**

The z/OS Basic Skills Information Center is a web-based information resource intended to help users learn the basic concepts of z/OS, the operating system that runs most of the IBM mainframe computers in use today. The Information Center is designed to introduce a new generation of Information Technology professionals to basic concepts and help them prepare for a career as a z/OS professional, such as a z/OS systems programmer.

Specifically, the z/OS Basic Skills Information Center is intended to achieve the following objectives:

- Provide basic education and information about z/OS without charge
- Shorten the time it takes for people to become productive on the mainframe
- Make it easier for new people to learn z/OS

To access the z/OS Basic Skills Information Center, open your web browser to the following website, which is available to all users (no login required):

<http://www-01.ibm.com/support/knowledgecenter/zosbasics/com.ibm.zos.zbasics/homepage.html?cp=zosbasics%2F0>



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## Summary of changes for IPv6 Network and Application Design Guide

This document contains terminology, maintenance, and editorial changes, including changes to improve consistency and retrievability. Technical changes or additions to the text and illustrations are indicated by a vertical line to the left of the change.

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### Changes made in z/OS Version 2 Release 2

This document contains information previously presented in z/OS Communications Server: IPv6 Network and Application Design Guide, SC27-3663-00, which supported z/OS Version 2 Release 1.

#### Changed information

- Removed support for the GATEWAY statement in the TCP/IP profile, see the following topics:
  - “TCP/IP profile configuration statements for configuring IPv6” on page 63
  - “z/OS-specific features” on page 137

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### Summary of changes for z/OS Version 2 Release 1

For specifics on the enhancements for z/OS Version 2, Release 1, see the following publications:

- z/OS Summary of Message and Interface Changes
- z/OS Introduction and Release Guide
- z/OS Planning for Installation
- z/OS Migration



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## Chapter 1. Internet Protocol Version 6

Internet Protocol Version 6 (IPv6) is the next generation of the Internet protocol designed to replace the current version, Internet Protocol Version 4 (IPv4). Most of today's internets use IPv4, for which there is a growing shortage of addresses. In theory, 32 bits provide over 4 billion nodes, each with a globally unique address. In practice, the interaction between routing and addressing makes it impossible to use more than a small fraction of that number of nodes. Consequently, there is a growing concern that the continued growth of the Internet might lead to the exhaustion of IPv4 addresses early in the 21st century.

IPv6 fixes a number of problems in IPv4, such as the limited number of available IPv4 addresses. IPv6 uses 128-bit addresses, an address space large enough to last for the foreseeable future. It also adds many improvements to IPv4 in areas such as routing and network autoconfiguration. IPv6 is expected to gradually replace IPv4, with the two coexisting for a number of years during a transition period.

IPv6 is an evolutionary step from IPv4. Functions that work well in IPv4 were kept in IPv6, and functions that did not work well in IPv4 were removed.

z/OS Communications Server Version 1 Release 4 was the first release to incorporate IPv6 features. With z/OS Communications Server, you can accomplish the following tasks:

- Build an IPv6 network
- Start using IPv6-enabled applications
- Enable existing IPv4 applications to be IPv6 applications
- Access your SNA applications over an IPv6 network

Not all IPv6 features are supported by z/OS. This information describes the support available and how to implement it.

IPv6 provides the following advantages.

### Expanded routing and addressing

IPv6 uses a 128-bit address space, which has no practical limit on global addressability and provides  $3.4 \times 10^{50}$  unique addresses. This provides enough addresses so that every person could have a single IPv6 network with many nodes, and still the address space would be almost unused.

The greater availability of IPv6 addresses eliminates the need for private address spaces, which in turn eliminates one of the needs for network address translators (NATs) to be used between the private intranet and the public Internet.

### Hierarchical addressing and routing infrastructure

The use of hierarchical address formats is equally important as the expanded address space. The IPv4 addressing hierarchy includes network, subnet, and host components in an IPv4 address. With its 128-bit addresses, IPv6 provides globally unique and hierarchical addressing based on prefixes rather than address classes, which keeps routing tables small and backbone routing efficient.

The general format is shown in the following figure:

n bits	m bits	128-(n+m)bits
global routing prefix	subnet ID	interface ID

*Figure 1. IPv6 address space*

The global routing prefix is a value (typically hierarchically structured) assigned to a site; the subnet ID is an identifier of a link within the site; and the interface ID is a unique identifier for a network device on a given link (usually automatically assigned).

## Simplified IP header format

The IPv6 header has a fixed size and its format is more simplified than the IPv4 header. Some fields in the IPv4 header were dropped in IPv6 or moved to optional IPv6 extension headers to reduce the common-case processing cost of packet handling, as well as keep the bandwidth cost of the IPv6 header as low as possible despite increasing the size of addresses. While the IPv6 address is four times the size of the IPv4 address, the total IPv6 header size is only twice as large as the IPv4 header size.

## Improved support for options

Changes in the way IP header options are encoded allows for more efficient forwarding, less stringent limits on the length of options, and greater flexibility for introducing new options in the future. Optional IPv6 header information is conveyed in independent extension headers located after the IPv6 header and before the transport-layer header in each packet. In contrast to IPv4, most IPv6 extension headers are not examined or processed by intermediate nodes.

## Address autoconfiguration

IPv6 provides for both stateless and stateful autoconfiguration. Stateless autoconfiguration allows a node to be configured in the absence of any configuration server. Stateless autoconfiguration also makes it possible for a node to configure its own globally routable addresses in cooperation with a local IPv6 router, by combining the 48- or 64-bit MAC address of the adapter with network prefixes that are learned from the neighboring router.

IPv6 allows the use of DHCPv6 for stateful autoconfiguration. DHCPv6 relies on a configuration server that maintains static tables to determine the addresses that are assigned to newly connected nodes. z/OS Communications Server does not support DHCPv6.

**Tip:** You can manually configure addresses in environments in which complete local control is required (as with VIPA or additional LOOPBACK addresses).

## Dual-mode stack support

z/OS Communications Server can be an IPv4-only stack or a dual-mode stack. Dual-mode stack refers to a single TCP/IP stack supporting both IPv4 and IPv6 protocols at the same time.

**Restriction:** IPv6-only stacks are not supported.

Running in a dual-mode stack configuration provides the following advantages:

- IPv4 and IPv6 applications can coexist on a single dual-mode stack.
- Unmodified applications can continue to send data over an IPv4 network.
- A single IPv6-enabled application can communicate using IPv4 and IPv6.
- IPv4 and IPv6 can coexist in the same devices and networks.

---

## Neighbor discovery

Neighbor discovery (ND) corresponds to a combination of the IPv4 protocols ARP, ICMP Router Discovery, and ICMP Redirect. Nodes (hosts and routers) use ND to determine the link-layer addresses for neighbors that are known to reside on attached links and to quickly purge cached values that become invalid. Hosts also use ND to find neighboring routers that are able to forward packets on their behalf. ND also defines a Neighbor Unreachability Detection algorithm. IPv4 does not contain a generally agreed upon protocol for performing Neighbor Unreachability Detection, although Dead Gateway Detection does address a subset of the problems that Neighbor Unreachability Detection solves.

Neighbor Discovery is used to do the following tasks:

- Obtain configuration information that includes:

### **Router Discovery**

Defines how hosts can automatically locate routers that reside on an attached link.

### **Prefix Discovery**

Specifies how hosts discover the following sets of prefixes:

- Prefixes that are defined as being on-link (IPv6 address prefixes that reside on the shared link, such as an Ethernet link)
- Prefixes that are defined as being off-link (IPv6 address prefixes that can be reached by using an adjacent router)
- Prefixes that are to be used for Stateless Address Autoconfiguration

### **Parameter Discovery**

Allows a host to learn link parameters, such as the link MTU, and IP parameters, such as the hop limit to place in outgoing packets.

- Perform address resolution. Address resolution allows a node to determine the link-layer address of an on-link destination given the destination IP address.
- Dynamically learn routes which can be used in next-hop determination. This specifies the algorithm for mapping the IP destination address into the IP address of the neighbor to which traffic is to be sent. The next-hop can be either a router or the destination itself. Next-hop determination uses the on-link prefixes learned as part of Prefix Discovery to determine when the next hop is the destination itself.
- Determine when a neighbor is no longer reachable using Neighbor Unreachability Detection.

- Process Redirect messages. Routers use Redirect messages to notify a node that a better next-hop node is to be used when forwarding packets to a particular destination. The new next-hop could be the actual destination, if the destination is on-link, or a different router, if the destination is off-link.

## Comparison of IPv6 and IPv4 characteristics

There are major differences between IPv4 and IPv6. Table 1 lists these differences.

*Table 1. Comparison of IPv4 and IPv6*

IPv4	IPv6
Source and destination addresses are 32 bits (4 bytes) in length.	Source and destination addresses are 128 bits (16 bytes) in length. For more information, see Chapter 2, “IPv6 addressing,” on page 7.
Uses broadcast addresses to send traffic to all nodes on a subnet.	There are no IPv6 broadcast addresses. Instead, multicast scoped addresses are used. For more information, see “Multicast scope” on page 14.
Fragmentation is supported at originating hosts and intermediate routers.	Fragmentation is not supported at routers. It is supported at the originating host only. For more information, see “Fragmentation in an IPv6 network” on page 20.
IP header includes a checksum.	IP header does not include a checksum.
IP header includes options.	All optional data is moved to IPv6 extension headers. For more information, see “Extension headers” on page 19.
IPSec support is optional.	IPSec support is required in a full IPv6 implementation.
No identification of payload for QoS handling by routers is present within the IPv4 header.	Payload identification for QoS handling by routers is included in the IPv6 header using the Flow Label field. For more information, see “Option to provide QoS classification data” on page 119.
ICMP Router Discovery is used to determine the IPv4 address of the best default gateway and is optional.	Uses ICMPv6 Router Solicitation and Router Advertisement to determine the IPv6 address of the best default gateway and is a required function. For more information, see “Router advertisements” on page 28. z/OS sends router solicitations and processes router advertisements but does not send router advertisements.
Address Resolution Protocol (ARP) uses broadcast ARP Request frames to resolve an IPv4 address to a link layer address.	Uses multicast Neighbor Solicitation messages for address resolution. For more information, see “Address resolution” on page 34.
Internet Group Management Protocol (IGMP) is used to manage local subnet group membership.	Uses Multicast Listener Discovery (MLD) messages to manage local subnet group membership. For more information, see “Multicast Listener Discovery” on page 26.
Addresses must be configured either manually or through DHCP. (DHCP is not supported in z/OS Communications Server.)	Addresses can be automatically assigned using stateless address autoconfiguration, assigned using DHCPv6, or manually configured. (DHCPv6 is not supported in z/OS Communications Server.)



*Table 1. Comparison of IPv4 and IPv6 (continued)*

<b>IPv4</b>	<b>IPv6</b>
Uses host address (A) resource records in the Domain Name System (DNS) to map host names to IPv4 addresses.	Uses host address (AAAA) resource records in the Domain Name System (DNS) to map host names to IPv6 addresses.
Uses pointer (PTR) resource records in the IN-ADDR.ARPA DNS domain to map IPv4 addresses to host names.	Uses pointer (PTR) resource records in the IP6.ARPA or IP6.INT DNS domain to map IPv6 addresses to host names.
For QoS, IPv4 supports both differentiated and integrated services.	Differentiated and integrated services are both supported. In addition, IPv6 provides a flow label that can be used for more granular treatment of packets.



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## Chapter 2. IPv6 addressing

This topic contains the following topics:

- “Textual representation of IPv6 addresses”
- “Textual representation of IPv6 prefixes” on page 8
- “IPv6 address space” on page 8
- “IPv6 addressing model” on page 9
- “Scope zones” on page 9
- “Categories of IPv6 addresses” on page 10
- “Typical IPv6 addresses assigned to a node” on page 16
- “IPv6 address states” on page 16

---

### Textual representation of IPv6 addresses

IPv4 addresses are represented in dotted decimal format. The 32-bit address is divided along 8-bit boundaries. Each set of 8 bits is converted to its decimal equivalent and separated by periods. In contrast, IPv6 addresses are 128 bits divided along 16-bit boundaries. Each 16-bit block is converted to a 4-digit hexadecimal number and separated by colons. The resulting representation is called colon-hexadecimal.

The following forms are the three conventional forms for representing IPv6 addresses as text strings:

- The preferred form is `x:x:x:x:x:x:x:x`, where the x's are the hexadecimal values of the eight 16-bit pieces of the address. For example:  
`2001:DB8:7654:3210:FEDC:BA98:7654:3210`  
`2001:DB8:0:0:8:800:200C:417A`

**Guideline:** You do not need to write the leading zeros in an individual field, but there must be at least one numeral in every field (except for the case described in the following item).

- As a result of some methods of allocating certain styles of IPv6 addresses, sometimes addresses contain long strings of zero bits. To make writing addresses containing zero bits easier, a special syntax is available to compress the zeros. A double colon (::) indicates multiple groups of 16 bits of zeros and can appear only once in an address. The double colon can also be used to compress both leading and trailing zeros in an address.

For example the following addresses:

*Table 2. Address types*

Address type	Long form	Compressed form
Unicast	2001:DB8:0:0:8:800:200C:417A	2001:DB8::8:800:200C:417A
Multicast	FF01:0:0:0:0:0:101	FF01::101
Loopback	0:0:0:0:0:0:1	::1
Unspecified	0:0:0:0:0:0:0	::

- An alternative form that is sometimes more convenient when dealing with a mixed environment of IPv4 and IPv6 nodes is `x:x:x:x:x:d.d.d.d`, where the x's are the hexadecimal values of the six high-order 16-bit pieces of the address, and

the d's are the decimal values of the four low-order 8-bit pieces of the address (standard IPv4 representation). This form is used for IPv4-mapped IPv6 addresses. This type of address is used to hold an embedded IPv4 address. The address can be expressed in the following manner:

0:0:0:0:FFFF:129.144.52.38

The address can also be expressed in compressed form:

::FFFF:129.144.52.38

---

## Textual representation of IPv6 prefixes

The text representation of IPv6 address prefixes is similar to the way IPv4 address prefixes are written in Classless Inter-Domain Routing (CIDR) notation. An IPv6 address prefix is represented by the notation `ipv6-address/prefix-length` where:

### **ipv6-address**

An IPv6 address in any of the notations listed.

### **prefix-length**

A decimal value specifying how many of the leftmost contiguous bits of the address comprise the prefix.

The following examples are legal representations of the 60-bit prefix 20010DB80000CD3 (hexadecimal):

2001:0DB8:0000:CD30:0000:0000:0000:0000/60

2001:DB8::CD30:0:0:0:0/60

2001:DB8:0:CD30::/60

The following examples are not legal representations of the preceding prefix:

- 2001:DB8:0:CD3/60

Leading zeros might be dropped, but not trailing zeros, within any 16-bit chunk of the address.

- 2001:DB8::CD30/60

Address to the left of the forward slash (/) expands to

2001:DB8:0000:0000:0000:0000:0000:CD30.

When writing both a node address and a prefix of that node address (for example, the node's subnet prefix), the two can be combined as in the following examples:

- Node address - 2001:DB8:0:CD30:123:4567:89AB:CDEF
- Subnet number - 2001:DB8:0:CD30::/60
- Combination of node address and subnet number -  
2001:DB8:0:CD30:123:4567:89AB:CDEF/60

---

## IPv6 address space

The type of an IPv6 address is identified by the high-order bits of the address as shown in Table 3.

*Table 3. Address type representation*

Address type	Binary prefix	IPv6 notation
Unspecified	00...0 (128 bits)	::/128
Loopback	00...1 (128 bits)	::1/128
Unique local unicast	1111110	FC00::/7
Multicast	11111111	FF00::/8

Table 3. Address type representation (continued)

Address type	Binary prefix	IPv6 notation
Link-local unicast	1111111010	FE80::/10
Global unicast aggregatable	(everything else)	

Anycast addresses are taken from the unicast address spaces (of any scope) and are not syntactically distinguishable from unicast addresses. Anycast is described as a cross between unicast and multicast. Like multicast, multiple nodes might be listening on an anycast address. Like unicast, a packet sent to an anycast address is delivered to one (and only one) of those nodes. The exact node to which it is delivered is based on the IP routing tables in the network.

For more information about different IPv6 addresses, see “Categories of IPv6 addresses” on page 10.

---

## IPv6 addressing model

IPv6 unicast addresses of all types (excluding the unspecified address) can be assigned to node interfaces. The loopback address can be assigned only to the loopback interface of a node.

All physical interfaces (excluding VIPA and loopback) are required to have at least one link-local unicast address. z/OS Communications Server allows only a single link-local address per interface. Other platforms might have more than one. A single interface can be assigned multiple unicast or anycast IPv6 addresses. Multiple IPv6 multicast groups of any scope can be joined on a single interface. A unicast address or a set of unicast addresses might be assigned to multiple physical interfaces if the implementation treats the multiple physical interfaces as one interface when presenting it to the Internet layer.

Currently, IPv6 continues the IPv4 model that a subnet prefix is associated with one link. Multiple subnet prefixes can be assigned to the same link.

---

## Scope zones

Each IPv6 address has a specific scope in which it is defined. A scope is a topological area within which the IPv6 address can be used as a unique identifier for an interface or a set of interfaces. The scope for an IPv6 address is encoded as part of the address itself. A unicast address can have a link-local or global scope. A multicast address supports:

- Interface-local
- Link-local
- Subnet-local
- Admin-local
- Site-local
- Organization-local
- Global scopes

See “Unicast IPv6 addresses” on page 11 and “Multicast IPv6 addresses” on page 14 for more discussions about unicast and multicast scopes.

A scope zone is an instance of a given scope. For instance, a link and all directly attached interfaces comprise a single link-local scope zone. A scope zone has the following properties:

- A scope zone consists of a contiguous set of interfaces and the links to which the interfaces are attached.
- An interface can belong to only one scope zone of each possible scope.
- A node can be connected to more than one scope zone of a given scope. For instance, a node can be connected to multiple link-local scope zones if it is attached to more than one LAN.
- The scope zone for an IPv6 address is not encoded within the address itself, but is instead determined by the interface over which the packet is sent or received.
- There is a single scope zone for IPv6 addresses of global scope which comprises all interfaces and links in the Internet.
- Packets that contain a source or destination address of a given scope can be routed only within the same scope zone, and cannot be routed between different scope zone instances.
- Addresses of a given scope can be reused in different scope zones.
- Scope zones associated with the inbound and intended outbound interfaces are compared to determine whether packets containing a limited scope address (for example, an address of scope other than global) can be successfully routed.
- Scope zone representations (zone indices) are valid only on the node where they are defined. The same zone can have separate representations in each node that belongs to that zone.

To identify a specific instance of a scope zone, a node assigns a unique scope zone index to each scope zone of the same scope to which it is attached.

---

## Categories of IPv6 addresses

An IPv6 address is identified by the high-order bits of the address. The following categories of IP addresses are supported in IPv6:

### Unicast

An identifier for a single interface. A packet sent to a unicast address is delivered to the interface identified by that address. It can be link-local scope or global scope.

### Multicast

An identifier for a group of interfaces (typically belonging to different nodes). A packet sent to a multicast address is delivered to all interfaces identified by that address.

### Anycast

An identifier for a group of interfaces (typically belonging to different nodes). A packet sent to an anycast address is delivered to the closest member of a group, according to the routing protocols' measure of distance.

**Restriction:** Although z/OS Communications Server can send or forward datagrams to an anycast address, z/OS Communications Server does not support functioning as an anycast endpoint.

There are no broadcast addresses in IPv6. Multicast addresses have superseded this function.

## Unicast IPv6 addresses

IPv6 unicast addresses can be aggregated with prefixes of arbitrary bit-length similar to IPv4 addresses under Classless Inter-Domain Routing (CIDR).

There are two types of unicast addresses in IPv6:

- Global unicast
- Link-local unicast

There is also a special-purpose subtype of global unicast:

- IPv6 addresses with embedded IPv4 addresses

Additional address types or subtypes can be defined in the future.

A unicast address has the following format:

n bits	128-n bits
network prefix	interface ID

Figure 2. Unicast address format

### Aggregatable global addresses

Aggregatable global unicast addresses are equivalent to public IPv4 addresses. They are globally routable and reachable on the IPv6 portion of the Internet.

A global unicast address has the following format:

#### Global routing prefix

Used to identify a specific customer site. The size of the field is 48 bits and allows an ISP to create multiple levels of addressing hierarchy within the network to both organize addressing and routing for downstream ISPs and identify sites.

#### Subnet ID

Used by an individual organization to identify subnets within its site. The organization can use these 16 bits to create 65536 subnets or multiple levels of addressing hierarchy.

#### Interface ID

Indicates the interface on a specific subnet. The size of this field is 64 bits.

3 bits	48 bits	16 bits	64 bits
001	global routing prefix	subnet ID	interface ID

Figure 3. Global unicast address format

## Local-use addresses

The link-local address is the one type of local-use unicast address defined. The link-local address is for use on a single link. Link-local addresses have the following format:

10 bits	54 bits	64 bits
1111111010	0	interface ID

*Figure 4. Link-local address format*

**Restriction:** A link-local address is required on each physical interface.

Link-local addresses are designed to be used for addressing on a single link for purposes such as automatic address configuration, neighbor discovery, or in the absence of routers. It also can be used to communicate with other nodes on the same link. A link-local address is automatically assigned.

Routers do not forward any packets with link-local source or destination addresses to other links.

## Loopback address

The unicast address 0:0:0:0:0:0:1 is called the loopback address. It cannot be assigned to any physical or VIPA interface. It can be thought of as a link-local unicast address assigned to a virtual interface (typically called the loopback interface) that allows local applications to send messages to each other.

**Restriction:** The loopback address cannot be used as the source address in IPv6 packets that are sent outside of a node. An IPv6 packet with a destination address of loopback cannot be sent outside of a node and be forwarded by an IPv6 router. A packet received on an interface with destination address of loopback is dropped.

## Unspecified address

The address 0:0:0:0:0:0:0 is called the unspecified address. It is not assigned to any node. It indicates the absence of an address. One example of its use is in the Source Address field of any IPv6 packets sent by an initializing host before it has learned its own address.

**Restriction:** The unspecified address cannot be used as the destination address of IPv6 packets or in IPv6 routing headers. An IPv6 packet with a source address of unspecified cannot be forwarded by an IPv6 router.

## IPv4-mapped IPv6 addresses

These addresses hold an embedded global IPv4 address. They are used to represent the addresses of IPv4 nodes as IPv6 addresses to applications that are enabled for IPv6 and are using AF\_INET6 sockets. This allows IPv6-enabled applications to always deal with IP addresses in IPv6 format regardless of whether the TCP/IP communications are occurring over IPv4 or IPv6 networks. The dual-mode TCP/IP stack performs the transformation of the IPv4-mapped addresses to and from native IPv4 format. IPv4-mapped addresses have the following format:



80 bits	16	32 bits
0000.....0000	FFFF	IPv4 address

Figure 5. IPv4-mapped IPv6 address

For example:

::FFFF:129.144.52.38

## IPv6 interface identifiers

Interface identifiers in IPv6 unicast addresses are used to identify interfaces on a link. They are required to be unique on that link. In some cases, an interface's identifier is derived directly from that interface's link-layer address. z/OS Communications Server does not allow two links to have the same local address. Some implementations might allow the same interface identifier to be used on multiple interfaces on a single node, as long as they are attached to different links.

z/OS Communications Server allows the interface identifier to be generated (the default) or manually configured. When the interface ID is generated, then z/OS builds the interface ID when the interface becomes active based on the interface type as follows:

- OSA-Express QDIO
  1. OSA-Express returns the MAC address and a unique instance value during the start of an interface.
  2. z/OS builds the interface identifier by inserting the unique instance value into the middle of the MAC address. This ensures that when multiple stacks share an OSA, each stack gets a unique interface ID. If a virtual MAC address is configured for this interface, then z/OS instead inserts the value 'FFFE'x into the middle of the MAC address.
- HiperSockets™
 

For HiperSockets interfaces, the interface ID generation works the same as for OSA-Express QDIO except that the HiperSockets device returns a 48-bit value that is unique for the HiperSockets CHPID rather than a MAC address. This ensures that when multiple stacks share a HiperSockets CHPID, each stack gets a unique interface ID.
- MPCPTP6
 

For MPCPTP6 interfaces, z/OS randomly generates an interface ID.

24bits	16bits	24bits
MAC addr (bytes 1-3)	instance value	MAC addr (bytes 4-6)

Figure 6. OSA-Express QDIO interface ID format

A node can choose to use a different algorithm available for generation of interface identifiers for IPv6 addresses on a different platform.

## Randomly generated temporary IPv6 interface identifiers

In addition to the interface identifier that is derived directly from the link-layer address of the interface or that is manually configured, z/OS can also generate a

random interface identifier for OSA-Express QDIO interfaces. The random interface identifier is used to generate temporary IPv6 addresses. A randomly generated interface identifier is regenerated after a specified time interval. See “IPv6 temporary addresses with random interface IDs” on page 37 for more information.

**Multicast IPv6 addresses**

An IPv6 multicast address is an identifier for a group of interfaces (typically on different nodes). It is identified with a prefix of 11111111 or FF in hexadecimal notation. It provides a way of sending packets to multiple destinations. An interface can belong to any number of multicast groups.

**Multicast address format**

Binary 11111111 at the start of the address identifies the address as being a multicast address. Multicast addresses have the following format:

8	4	4	112 bits
11111111	flgs	scope	group ID

Figure 7. Multicast address format

flgs is a set of 4 flags:

0	0	0	T
---	---	---	---

Figure 8. Flags in multicast address

- The 3 high-order flags are reserved, and must be initialized to 0.
- T = 0 indicates a permanently-assigned (well-known) multicast address, assigned by the Internet Assigned Number Authority (IANA).
- T = 1 indicates a non-permanently assigned (transient) multicast address.

Scope is a 4-bit multicast scope value used to limit the scope of the multicast group. Group ID identifies the multicast group, either permanent or transient, within the given scope.

**Multicast scope**

The scope field indicates the scope of the IPv6 internetwork for which the multicast traffic is intended. The size of this field is 4 bits. In addition to information provided by multicast routing protocols, routers use multicast scope to determine whether multicast traffic can be forwarded. For multicast addresses there are 14 possible scopes (some are still unassigned), ranging from interface-local to global (including both link-local and site-local).

Table 4 on page 15 lists the defined values for the scope field:

Table 4. Multicast scope field values

Value	Scope
0	Reserved
1	Interface-local scope (same node)
2	Link-local scope (same link)
3	Subnet-local scope
4	Admin-local scope
5	Site-local scope (same site)
8	Organization-local scope
E	Global scope
F	Reserved
<b>Note:</b> All other scope field values are currently undefined.	

For example, traffic with the multicast address of FF02::2 has a link-local scope. An IPv6 router never forwards this type of traffic beyond the local link.

#### Interface-local

The interface-local scope spans a single interface only. A multicast address of interface-local scope is useful only for loopback delivery of multicasts within a node, for example, as a form of interprocess communication within a computer. Unlike the unicast loopback address, interface-local multicast addresses can be joined on any interface.

#### Link-local

Link-local addresses are used by nodes when communicating with neighboring nodes on the same link. The scope of the link-local address is the local link.

#### Subnet-local

Subnet-local scope is given a different and larger value than link-local to enable possible support for subnets that span multiple links.

#### Admin-local

Admin-local scope is the smallest scope that must be administratively configured, that is, not automatically derived from physical connectivity or other, non-multicast-related configuration.

#### Site-local

The scope of a site-local address is the site or organization internetwork. Addresses must remain within their scope. A router must not forward packets outside of its scope.

#### Organization-local

This scope is intended to span multiple sites belonging to a single organization.

#### Global

Global scope is used for uniquely identifying interfaces anywhere in the Internet.

### Multicast groups

Group ID identifies the multicast group, either permanent or transient, within the given scope. The size of this field is 112 bits. Permanently assigned groups can use the group ID with any scope value and still refer to the same group. Transient assigned groups can use the group ID in different scopes to refer to different

groups. Multicast addresses from FF01:: through FF0F:: are reserved, well-known addresses. Use of these group IDs for any other scope values, with the T flag equal to 0, is not allowed.

**All-nodes multicast groups:** These groups identify all IPv6 nodes within a given scope. Defined groups include:

- Interface-local all-nodes group (FF01::1)
- Link-local all-nodes group (FF02::1)

**All-routers multicast groups:** These groups identify all IPv6 routers within a given scope. Defined groups include the following groups:

- Interface-local all-routers group (FF01::2)
- Link-local all-routers group (FF02::2)
- Site-local all-routers group (FF05::2)

**Solicited-node multicast group:** For each unicast address which is assigned to an interface, the associated solicited-node multicast group is joined on that interface. The solicited-node multicast address facilitates the efficient querying of network nodes during address resolution.

## Anycast IPv6 addresses

An IPv6 anycast address is an identifier for a set of interfaces (typically belonging to different nodes). A packet sent to an anycast address is delivered to one of the interfaces identified by that address (the nearest interface), according to the routing protocols' measure of distance. It uses the same formats as a unicast address, so one cannot differentiate between a unicast and an anycast address simply by examining the address. Instead, anycast addresses are defined administratively.

---

## Typical IPv6 addresses assigned to a node

An IPv6 host is required to recognize the following addresses as identifying itself:

- Link-local address for each active IPv6 physical interface (cannot be manually defined)
- Assigned unicast addresses (autoconfigured or manually defined)
- IPv6 loopback address (::1)
- All-nodes multicast address (interface-local and link-local)
- Solicited node multicast addresses for each of its assigned unicast and anycast addresses
- Multicast addresses of all other groups to which the host belongs

---

## IPv6 address states

An address state defines and controls how other algorithms work with a particular address. There are four IPv6 address states: tentative, deprecated, preferred, and unavailable.

### Tentative

A tentative address is an address whose uniqueness on a link is being verified before it is assigned to the interface. A tentative address is not considered assigned to the interface in the usual sense. An interface discards received packets that are addressed to a tentative address, unless those packets are related to Duplicate

Address Detection (DAD). For more information about DAD, see “Duplicate address detection” on page 33.

### **Deprecated**

A deprecated address is an address that is assigned to an interface, and use of the address is discouraged but not forbidden. Packets that are sent from or to deprecated addresses are delivered as expected. A deprecated address continues to be used as a source address in existing communications where switching to a preferred address would be disruptive.

### **Preferred**

A preferred address is an address that is assigned to an interface, and use of the address is unrestricted. Preferred addresses can be used as the source or destination address of packets that are sent from or to the interface.

### **Unavailable**

An unavailable address is one that is not yet assigned to the interface.



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## Chapter 3. IPv6 protocol

This topic describes the IPv6 protocol implementation and contains the following topics:

- “Extension headers”
- “Fragmentation in an IPv6 network” on page 20
- “Path MTU discovery” on page 20
- “IPv6 routing” on page 20
- “Policy-based routing” on page 25
- “ICMPv6” on page 26
- “Multicast Listener Discovery” on page 26
- “Neighbor discovery” on page 27
- “Assigning IP addresses to interfaces” on page 35
- “IPv6 temporary addresses with random interface IDs” on page 37
- “Default address selection” on page 40
- “Enabling IPv6 communication between IPv6 nodes or networks in an IPv4 environment” on page 47
- “Enabling end-to-end communication between IPv4 and IPv6 applications” on page 48
- “Considerations for configuring z/OS for IPv6” on page 51
- “INET considerations” on page 52
- “Common INET considerations” on page 53

**Guideline:** You should be familiar with the IPv6 protocol in general.

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### Extension headers

In IPv6, IP-layer options within a packet are encapsulated in independent headers called extension headers. In contrast, IPv4 options are contained in the IP header itself.

**Restriction:** Not all IPv6 extension headers are supported in z/OS Communications Server. The z/OS TCP/IP stack supports receipt of the following extension headers:

- Routing
- Fragmentation
- Hop-by-hop option
- Destination option
- Authentication (AH)
- Encapsulating Security Payload (ESP)

---

## Fragmentation in an IPv6 network

Fragmentation is used by a source to send a packet larger than would fit in the path MTU to its destination. To send packets larger than the link minimum of 1280 bytes, a node must support determination of the minimum supported MTU along the path between the source and destination. This is accomplished by Path MTU discovery. For more information about path discovery, see “Path MTU discovery.”

The IPv6 IP header does not contain information about fragments. The fragmentation extension header carries this information. z/OS Communications Server allows for 2048 active IPv6 reassemblies in progress at any given time. z/OS Communications Server reassembly timeout for IPv6 reassemblies is 60 seconds. These two values are not configurable.

### Fragmentation and UDP/RAW

Intermediate routers cannot fragment packets and UDP/RAW transports do not perform retransmission. To attempt to ensure that a UDP/RAW packet is not dropped because of fragmentation, one of the following conditions can occur:

- z/OS Communications Server always sends the packet using the minimum MTU (1280) unless the MTU for the destination is learned from an ICMPv6 Packet Too Big message.
- An application sends a packet using the IPV6\_DONTFRAG socket option.

For example, a situation can occur where the MTU was learned by way of Path MTU discovery. In that case, the network topology changes, reducing the MTU to this particular destination. UDP/RAW sends with the original learned MTU and receives a Packet Too Big message. In this case, the packet is dropped, but subsequent sends learn the changed MTU and send with the appropriate size.

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## Path MTU discovery

When one IPv6 node has a large amount of data to send to another node, the data is transmitted in a series of IPv6 packets. It is preferable that these packets be of the largest size that can successfully traverse the path from the source node to the destination node. This packet size is referred to as the Path MTU (PMTU), and it is equal to the minimum link MTU of all the links in a path. IPv6 provides PMTU discovery as a standard mechanism for a node to discover the PMTU of an arbitrary path.

For IPv6, intermediate routers cannot fragment packets. An implementation must either support path MTU discovery or send using IPv6 minimum link MTU. z/OS Communications Server supports path MTU discovery.

Path MTU discovery supports multicast as well as unicast destinations. When PMTU information is learned, it is cached for a period of time and then deleted in order to learn of increases in the MTU value.

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## IPv6 routing

Both replaceable and non-replaceable IPv6 static routes are configured for the main route table by using BEGINROUTES profile statements. Both replaceable and non-replaceable IPv6 static routes can also be configured for policy-based route tables. Policy-based routing is configured by using one of the following options:

- Use the IBM Configuration Assistant for z/OS Communications Server.



- Manually create the policy-based routing configuration files and code the required policy statements.

For more information about these two configuration options for configuring policy-based routing, see *z/OS Communications Server: IP Configuration Guide*.

Dynamic routes for IPv6 are learned in the following ways:

**By router discovery**

For policy-based route tables, the configured policy controls which IPv6 router advertisement routes are added to each table.

**From packets that are redirected by ICMPv6**

**From dynamic routing protocols**

For policy-based route tables, the configured policy controls which OSPF and RIP routes are added to each table.

Replaceable static routes can be replaced by dynamic routes. If a replaceable static route is replaced by a dynamic route, and that dynamic route is later deleted, the replaceable static route is readded.

## Router discovery

Hosts can learn the network prefixes for all directly attached links from the router advertisements received from their routers. To determine whether another host is on a directly attached link or on a remote link, determine whether that host's IPv6 address is constructed from a network prefix of one of the directly attached links. If it is on a directly attached link, data can be sent directly to that host without going through a router; otherwise, data must be sent through a router using a default route or an indirect prefix route that can also be learned from router advertisements.

Router advertisements are not a replacement for dynamic routing protocols such as IPv6 OSPF and IPv6 RIP. If a host is not using a dynamic routing protocol, some limitations apply.

If the host has multiple interfaces attached to more than one link, the host must decide which interface to use when sending a packet to a host on a remote link. If there are multiple routers on the link attached to the interface, the host must decide to which router it should send the packet. To make these decisions, the host needs a route in its routing table. When both of the following criteria are true, only default routes are available for accessing a host on a remote link:

- Neither the IPv6 OSPF nor the IPv6 RIP dynamic routing protocol of OMPROUTE is being used.
- Adjacent routers are not including indirect prefix routes (using the Route Information option as described in RFC 4191) in their router advertisement messages.

When there are multiple default routers on the same physical link, the host might select a router that is not optimal. This selection might not be a serious problem, because that router can send an ICMP Redirect, which indicates that future packets should be sent to the optimal router. However, if the default routers are on multiple physical links, the results might be more serious. A router on one link is not able to redirect the host to use a different physical link. If the selected router cannot reach the destination, attempts to send data fail, even if the destination could be reached by a default router on another physical link. To resolve these

limitations when you are not using a dynamic routing protocol, static routes might be needed to direct the traffic over the best interface and using the appropriate router.

If a dynamic routing protocol is not used, routes to VIPAs cannot be advertised. For this reason, use a network prefix defined as being on-link for the interfaces that are associated with the VIPA. In this way, routers and hosts perceive that the VIPA is on a physical interface and sends Neighbor Discovery messages (the IPv6 equivalent of an ARP request) to get the MAC address of the interface. This is not the best method for setting up VIPAs if a dynamic routing protocol is being used. It is better to associate VIPAs with interfaces on different LANs. Without a dynamic routing protocol, you can use a network prefix defined as being on-link for the associated interfaces or define static routes at all routers on the same links as the z/OS system.

See “Router advertisements” on page 28 for more information about how received router advertisements are processed.

## ICMPv6 redirects

Routes that are learned when packets are redirected by ICMPv6 replace static routes regardless of whether they are replaceable. Use the `IGNOREREDIRECT` keyword on the `IPCONFIG6` statement in the TCP/IP profile to prevent the stack from adding routes learned when ICMPv6 redirects packets.

**Rule:** These routes are always ignored when an IPv6 dynamic routing protocol is being used.

## Dynamic routing protocols

The z/OS Communications Server `OMPROUTE` routing daemon supports the IPv6 OSPF and IPv6 RIP dynamic routing protocols. A host using one of these protocols can learn, from adjacent routers that are also using that protocol, the network prefixes and host addresses that can be reached.

IPv6 OSPF, IPv6 RIP, and router discovery can be used together in the same network.

- IPv6 OSPF allows the host to learn the network prefixes and host addresses that can be reached indirectly by way of adjacent IPv6 OSPF routers (including default routes), as well as the network prefixes that can be reached directly on attached links in the IPv6 OSPF domain.
- IPv6 RIP allows the host to learn the network prefixes and host addresses that can be reached indirectly by way of adjacent IPv6 RIP routers (including default routes).
- Router discovery allows the host to learn which network prefixes can be reached indirectly by way of adjacent, participating routers (including default routes), as well as which network prefixes can be reached directly on attached links.

In addition, the network prefixes that can be reached directly on attached links can be manually configured using the `Prefix` keyword on the `IPv6_Interface`, `IPv6_OSPF_Interface`, or `IPv6_RIP_Interface` statements in the `OMPROUTE` configuration file. When IPv6 OSPF or IPv6 RIP is used together with router discovery, the following kinds of routes can be learned from both methods:

- Default routes

Default routes are learned from both methods if adjacent routers are advertising themselves as default routers using both IPv6 OSPF or IPv6 RIP and router

discovery. When this situation occurs, the default routes learned from IPv6 OSPF or IPv6 RIP take precedence and generate the default routes in the TCPIP stack's IPv6 route table. Any default routes learned from router discovery are ignored as long as the default routes learned from IPv6 OSPF or IPv6 RIP exist.

- Prefix routes

Prefix routes are learned from both router discovery and OMPROUTE under each of the following conditions:

- A router is advertising by way of router discovery that the prefix is on-link and the prefix is also manually configured to OMPROUTE using the Prefix keyword on an IPv6\_Interface, IPv6\_OSPF\_Interface, or IPv6\_RIP\_Interface configuration statement.

**Guideline:** Use the Prefix keyword only when the prefix is not learned dynamically (using router discovery or a dynamic routing protocol).

For example, if there is a need to supplement the list of prefixes being advertised as on-link by the routers. If the same prefix is configured using the Prefix keyword and learned from router discovery, the route in the TCPIP stack's route table is the route added by OMPROUTE as a result of the Prefix keyword. Any route for the same prefix that is learned from router discovery is ignored as long as the OMPROUTE route exists.

**Restriction:** Prefixes learned from only OMPROUTE are not used for address autoconfiguration. If a prefix is learned from both OMPROUTE and router discovery, it can still be used for autoconfiguration even though the route learned from OMPROUTE is the one in the TCPIP stack route table.

- A router is advertising by way of router discovery that either the prefix is on-link or the prefix can be reached by way of an adjacent router, and a router is also advertising by way of IPv6 OSPF that the prefix is on-link.  
In this case, the route in the TCPIP stack route table is the route added by OMPROUTE as a result of the information received by way of IPv6 OSPF. Any route for the same prefix that is learned from router discovery is ignored as long as the OMPROUTE route exists. As in the previous condition, an on-link prefix that is learned from router discovery can still be used for address autoconfiguration.
- A router is advertising by way of router discovery that the prefix is on-link and it is also learned, by way of IPv6 OSPF or IPv6 RIP, that the prefix can be reached by way of an adjacent router.

In this case, the route in the TCPIP stack route table is the route added as the result of router discovery. This occurs because the router discovery information indicates that the prefix resides on a directly attached link, while the IPv6 OSPF or IPv6 RIP information indicates that the prefix can be reached indirectly, by way of the router from which the IPv6 OSPF or IPv6 RIP information was received. Any route for the prefix that is learned from IPv6 OSPF or IPv6 RIP is ignored as long as the router discovery route exists.

- Router discovery advertisements are received that indicate that the prefix can be reached by way of an adjacent router. In addition, IPv6 OSPF or IPv6 RIP advertisements are received that indicate that the prefix can be reached by way of an adjacent router.

In this case, the route in the TCPIP stack route table is the route that was added by OMPROUTE as a result of the information that was received by way of IPv6 OSPF or IPv6 RIP. Any route for the same prefix that is learned from router discovery is ignored as long as the OMPROUTE route exists.

### Tip for IPv6 OSPF routing protocol addressing conventions

IPv6 OSPF is based on IPv4 OSPF and has many similar concepts and controls. The primary difference between IPv6 OSPF and IPv4 OSPF is that for IPv6 OSPF, IP addresses are not used to communicate topology information. For example, in IPv4 OSPF, an interface is referred to by its IPv4 home address, but in IPv6 OSPF an interface is not referred to by any of its IPv6 home addresses. Instead, it is referred to by an integer interface ID. Similarly, IPv6 OSPF router IDs are not IPv6 home addresses; they are 32-bit integers written in IPv4-style dotted decimal notation. Area IDs in IPv6 OSPF are also 32-bit integers written in IPv4-style dotted decimal notation.

**Guideline:** Even though router IDs and area IDs in IPv6 OSPF are expressed similarly to the IPv4 equivalents, they are not the same constants. A router can have an IPv6 router ID which is different from its IPv4 router ID. If both IPv4 and IPv6 OSPF are running simultaneously, the area topology of each IP version can be different, with different area numbers and hierarchy.

### Authentication with the IPv6 OSPF routing protocol

IPv4 OSPF includes authentication as part of the OSPF protocol. OMPROUTE supports both password authentication and MD5 cryptographic authentication for IPv4 OSPF. For IPv6 OSPF, authentication has been removed from OSPF itself. Instead, IPv6 OSPF relies on IPsec to ensure integrity and authentication of routing exchanges. As a result, OMPROUTE does not include any explicit authentication support, but instead relies on the underlying support provided by the z/OS TCP/IP stack.

To use IPsec to authenticate IPv6 OSPF routing exchanges on a link over which OMPROUTE establishes adjacencies, you must create a single manual security association (SA) for all traffic on that link, with corresponding filter definitions to permit the OSPF traffic. Use the interface SECCLASS to define different security associations for different links. This procedure is described in z/OS Communications Server: IP Configuration Guide.

## Considerations for route selection

Route precedence is as follows:

- Host route to the destination.
- Route for a prefix of the destination. If there are routes to multiple prefixes of the destination, the route with the most specific prefix is chosen.
- Default route.

For IPv4, the concept exists of a special default multicast route with a destination of 224.0.0.0 and a netmask of 255.255.255.255. For IPv6, there is no special default multicast route. Because all IPv6 multicast addresses start with FF, the following prefix route serves the same function as the default multicast route:

destination = FF00::/8

## Considerations for multipath routes

Multiple routes to the same destination are considered multipath routes. Multipath routes can be used for load balancing. Multipath route support for IPv6 is identical to multipath route support for IPv4. Define the MULTIPATH keyword on the IPCONFIG6 statement to control whether multipath routes in the main route table are used for load balancing. Define the Multipath6 parameter on the RouteTable policy statement to control whether multipath routes in a policy-based route table are used for load balancing.

**Tips:**

- If MULTIPATH is not enabled, the first active route added is selected.
- When a route that belongs to a multipath group is being used, the MTU that is used is the minimum MTU of all routes in the multipath group.

## The VARY TCPIP,,OBEYFILE command and routes

When a VARY TCPIP,,OBEYFILE command is issued and the profile contains a BEGINROUTES block, the following results occur:

- All static routes (both replaceable and non-replaceable) are deleted and replaced by any static routes defined in the BEGINROUTES block.
- All routes learned by way of packets that were redirected by ICMPv6 are deleted.
- Routes learned by way of router advertisements or by way of a dynamic routing daemon are not affected by the processing of the VARY TCPIP,,OBEYFILE command, unless the profile data set specified on the VARY TCPIP,,OBEYFILE command contains a non-replaceable static route to the same destination for which a route exists that was learned by way of router advertisements or a dynamic routing daemon. In this case, the existing route is deleted and is replaced by the non-replaceable static route.

---

## Policy-based routing

Policy-based routing enables the TCP/IP stack to make routing decisions that take into account criteria other than just the destination IP address. The additional criteria can include job name, source port, destination port, protocol type (TCP or UDP), source IP address, NetAccess security zone, and multilevel secure environment security label. Policy-based routing might be useful in the following sample scenarios:

- You might want to use high-bandwidth links for batch traffic, but for interactive traffic you prefer low-latency links. In this scenario, you can define policies such that Telnet traffic is routed over the low-latency links, and FTP traffic is routed over the high-bandwidth links.
- You could define a policy to ensure that traffic that is tagged with a security label and zone is routed to a secured network over an appropriate outbound interface.
- You might want to control the links that Enterprise Extender traffic uses to keep that traffic from being impacted by other IP traffic loads.

For more information about policy-based routing, see z/OS Communications Server: IP Configuration Guide.

**Restrictions:**

- Policy-based routing applies to only TCP and UDP traffic that originates at the TCP/IP stack. Traffic that is using protocols other than TCP and UDP and all traffic that is being forwarded by the TCP/IP stack is always routed by using the main route table, even when policy-based routing is in use.
- If Common INET (CINET) is used to run multiple z/OS Communications Server TCP/IP stacks concurrently, CINET has no knowledge of the policy-based route tables that those TCP/IP stacks use. CINET has knowledge only of the routes in the main route table of each TCP/IP stack. Avoid the use of policy-based routing in a CINET environment, unless at least one of the following conditions is true:
  - All applications establish affinity with a particular TCP/IP stack.

- The route destinations in each TCP/IP stack route table are mutually exclusive with the route destinations on the other TCP/IP stacks, including the default route.

---

## ICMPv6

The Internet protocol (IP) moves data from one node to another; however, for IP to perform this task successfully, there are other functions that need to be performed: error reporting, router discovery, diagnostics, and others. In IPv6, all these tasks are carried out by the Internet Control Message Protocol (ICMPv6).

In addition, ICMPv6 provides a framework for Multicast Listener Discovery (MLD) and Neighbor Discovery (ND), which carry out the tasks of conveying multicast group membership information (the equivalent of the IGMP protocol in IPv4) and address resolution (performed by ARP in IPv4).

The types of ICMPv6 messages include error messages and informational messages:

**Error** Report errors in the forwarding or delivery of IPv6 packets.

**Informational**

Provide diagnostic functions and additional host functionality such as MLD and ND.

The following ICMPv6 messages are supported:

- Destination unreachable
- Packet too big
- Time exceeded (hop limit exceeded)
- Echo request/reply
- Parameter problem
- Multicast listener discovery:
  - Group membership query
  - Report
  - Done
- Neighbor discovery:
  - Router solicitation and advertisement
  - Neighbor solicitation and advertisement
  - Redirect

**Tip:** Not all ICMPv4 messages have equivalents in ICMPv6.

---

## Multicast Listener Discovery

In early IP networks, a packet could be sent to either a single device (unicast) or to all devices (broadcast); a single transmission destined for a group of devices was not possible. IPv6 uses multicast for those purposes for which IPv4 used broadcast; consequently, IPv6 does not support broadcast.

Applications can use multicast transmissions to enable efficient communication between groups of devices. Data is transmitted to a single multicast IP address and received by any device that needs to obtain the transmission.



An IPv6 router uses Multicast Listener Discovery (MLD) protocol to discover the following information:

- The presence of multicast listeners (nodes wanting to receive multicast packets) on its directly attached links
- Which multicast addresses are of interest to those listeners

MLD provides this information to the multicast routing protocol the router is using. This ensures that multicast packets are delivered to all links where there are interested receivers. MLD is derived from IGMPv2.

**Guideline:** One important difference is that MLD uses ICMPv6 message types, rather than IGMP message types.

MLD has a router function and a listener function. The router function discovers the presence of multicast listeners and ensures delivery of multicast packets to listeners. The listener function informs routers when it starts listening for a multicast address, when it stops listening for a multicast address, and when it responds to queries about multicast addresses. z/OS Communications Server implements the listener function.

When a listener starts listening for a multicast address on an interface, it sends an MLD report message for that address on that interface.

When a listener stops listening for a multicast address on an interface, it sends a single MLD done message.

A router sends an MLD query message to query listeners about multicast addresses. A specific query is sent to listeners for a specific multicast address on a receiving interface. A general query is sent to listeners for all multicast addresses on a receiving interface. These query messages contain a maximum response delay (MRD). The MRD causes listeners to delay report messages and not send them if another listener reports first. If no reports for the address are received from the link after the response delay of the last query has passed, the routers on the link assume that the address no longer has any listeners there; the address is therefore deleted from the list and its disappearance is made known to the multicast routing component.

If you configure IP security for IPv6, see *z/OS Communications Server: IP Configuration Guide* for information about filter rules for MLD packets.

---

## Neighbor discovery

Neighbor discovery (ND) is an ICMPv6 function that enables a node to identify other hosts and routers on its links. It corresponds to a combination of IPv4 protocols:

- ARP
- ICMP Router Discovery
- ICMP Redirect

It maintains routes, MTU, retransmit times, reachability time, and prefix information based on information received from the routers. ND uses duplicate address detection (DAD) to verify the host's home addresses are unique on the LAN.

ND uses address resolution to determine the link-layer addresses for neighbors on the LAN. ND uses reachability detection to determine neighbor reachability.

If you configure IP security for IPv6, see *z/OS Communications Server: IP Configuration Guide* for information about filter rules for neighbor discovery packets.

## Router advertisements

Router advertisements are sent by routers to announce their availability. z/OS Communications Server receives router advertisements, but it does not originate them. The router advertisement includes information that is used by z/OS Communications Server, including an indication of whether the sending router should be used as the default router.

### Sending router should be a default router

If the router advertisement indicates that the sending router should be used as a default router, z/OS Communications Server takes the following actions:

- If the dynamic default route that is to be added as the result of the received router advertisement has already been added by a previous advertisement, the length of time that that route remains valid is reset using the Lifetime value specified on the received advertisement. If no default route exists, a dynamic default route is added as a result of the received router advertisement.
- If a default route exists that has equal or lower precedence than the route that is to be added, a dynamic route is added as a result of the received router advertisement. If a route with lower precedence exists, it is removed but is reinstated later if the dynamic default route that is added is removed. The following types of routes have equal or lower precedence:
  - A router advertisement route that has a reachable gateway, an active interface, and the same preference value as the default router preference value that was received in the advertisement; this type of route has equal precedence
  - A router advertisement route that has an unreachable gateway, an inactive interface, or a lower preference value than the default router preference value that was received in the advertisement; this type of route has lower precedence
  - A replaceable static route; this type of route has lower precedence

The dynamic default route that is added has the following characteristics:

- The next-hop address is the source address of the advertisement.
- The interface is the interface on which the advertisement was received.
- The metric is set according to the preference value that was received in the advertisement. The setting 1 indicates high preference, 2 indicates medium preference, and 3 indicates low preference.
- The length of time that the route remains valid is equal to the Lifetime value set on the advertisement.
- If a default route exists that has a higher precedence than the route that is to be added, a dynamic default route is not added as the result of the received router advertisement. A dynamic default route is added later if the route with the higher precedence is removed. The following types of routes have higher precedence:
  - A router advertisement route that has a reachable gateway, an active interface, and a higher preference value than the default router preference value that was received in the advertisement



- A non-replaceable static route
- An IPv6 OSPF route
- An IPv6 RIP route
- A neighbor cache entry is created or updated for the sending router. The neighbor cache entry contains the following information obtained from the router advertisement:
  - An indication that the neighbor is a router
  - An indication that the neighbor is a default router
  - The link-local and link-layer addresses of the neighbor

### **Sending router should not be a default router**

If the router advertisement indicates that the sending router should not be used as a default router, z/OS Communications Server takes the following actions:

- If an IPv6 dynamic default route exists that has the advertisement's source as its next hop and the receiving interface as its interface, and that route was added as the result of a received router advertisement (but not, for example, as the result of IPv6 OSPF or IPv6 RIP), that route is deleted.
- A neighbor cache entry is created or updated for the sending router. The neighbor cache entry contains the following information obtained from the router advertisement:
  - An indication that the neighbor is a router
  - An indication that the neighbor is not a default router
  - The link-local and link-layer addresses of the neighbor

### **Route information option for router advertisements**

A router advertisement can contain route information options. Each route information option contains an IPv6 prefix and information that indicates whether the prefix can be reached by way of the router that originated the router advertisement.

If the option contains a nonzero Route Lifetime value, which indicates that the prefix can be reached by way of the router, the following actions occur:

- If the dynamic prefix route that is to be added as the result of the received router advertisement has already been added by a previous advertisement, the length of time that that route remains valid is reset using the Route Lifetime value from the route information option.
- If no route for the prefix exists, or if a route exists that has equal or lower precedence than the route that is to be added, then a dynamic prefix route is added as the result of the received router advertisement. If a route with lower precedence exists, it is removed but is reinstated later if the dynamic prefix route that is added is removed. The following types of routes have equal or lower precedence:
  - A router advertisement route that has a reachable gateway, an active interface, and the same preference value as the preference value that was received in the route information option; this type of route has equal precedence.
  - A router advertisement route that has an unreachable gateway, an inactive interface, or a lower preference value than the preference value that was received in the route information option; this type of route has lower precedence
  - A replaceable static route; this type of route has lower precedence

The dynamic prefix route that is added has the following characteristics:

- The next-hop address is the source address of the advertisement.
- The interface is the interface on which the advertisement was received
- The metric is set according to the preference value that was received in the Route Information option. The setting 1 indicates high preference, 2 indicates medium preference, and 3 indicates low preference.
- The length of time that the route remains valid is equal to the Route Lifetime value set on the option.
- If a route for the prefix exists that has a higher precedence than the route that is to be added, a dynamic prefix route is not added as the result of the received router advertisement. A dynamic prefix route is added later if the route with the higher precedence is removed. The following types of routes have higher precedence:
  - A router advertisement route that has a reachable gateway, an active interface, and a higher preference value than the preference value that was received in the route information option
  - A non-replaceable static route
  - An IPv6 OSPF route
  - An IPv6 RIP route

If the option contains the value 0 for the Route Lifetime value, which indicates that the prefix can no longer be reached by way of the router, the following action occurs:

- If an IPv6 dynamic prefix route exists that has the source of the advertisement as its next hop and the receiving interface as its interface, and that route was added as the result of a received router advertisement (but not, for example, as the result of IPv6 OSPF or IPv6 RIP), that route is deleted.

### **Prefix information option for router advertisements**

A router advertisement can contain prefix information options. Each prefix information option contains an IPv6 prefix and flags that indicate how the prefix can be used.

A prefix information option contains two flags:

- An on-link flag, which indicates whether on-link processing needs to be performed for the prefix on the shared link. When a prefix is on-link, the addresses in that prefix can be reached on that link without going through a router.
- An autonomous flag, which indicates whether autoconfiguration processing needs to be performed for the prefix on the shared link.

The sending router can set one flag or both flags in the prefix information option.

### **On-link processing**

The sending router indicates that a prefix is on-link by setting the on-link flag and specifying a nonzero value for the Valid Lifetime value for the prefix. If the prefix information option indicates that the prefix is on-link, the following criteria are true:

- z/OS Communications Server adds an IPv6 dynamic direct route (if it was not already added by a previous advertisement).
- The destination of the route is the prefix that is being processed.
- The interface of the route is the interface on which the advertisement was received.

- The length of time that the route remains valid is set or is reset using the Valid Lifetime value from the Prefix Information option.

If a non-replaceable static route exists to this prefix or if a direct route to the prefix was added by OMPROUTE (because the PREFIX parameter was specified on the IPV6\_INTERFACE, IPV6\_OSPF\_INTERFACE, or IPV6\_RIP\_INTERFACE statement in the OMPROUTE configuration file or because a router advertised by way of IPv6 OSPF that the prefix is on-link), then z/OS Communications Server does not add the dynamic direct route. If a replaceable static route exists to this prefix, the dynamic direct route is added, which replaces the replaceable route. The replaceable static route is reinstated if the dynamic direct route is removed later.

The sending router can indicate that a prefix is no longer on-link by setting the on-link flag and specifying the value 0 for the Valid Lifetime value for the prefix. If an IPv6 dynamic direct route exists for which the destination is the prefix that is being processed and for which the interface is the receiving interface, and that route was added as the result of a received router advertisement (for example, the route was not added by OMPROUTE), then z/OS Communications Server deletes the route.

### **Address autoconfiguration processing**

The sending router can indicate that a prefix is to be used for address autoconfiguration by setting the autonomous flag and specifying a nonzero Valid Lifetime value for the prefix. If the Prefix Information option indicates that the prefix should be used for address autoconfiguration, z/OS Communications Server performs the following actions:

- Adds an IPv6 home address to the receiving interface for the public autoconfigured address (if that home address was not added by a previous advertisement)
- Adds an IPv6 implicit route for the receiving interface and the public autoconfigured address (if that route was not added by a previous advertisement)
- Sets or resets the length of time that the home address and implicit route remain valid, using the Valid Lifetime value from the Prefix Information option
- Sets or resets the length of time that the home address remains in the preferred state (not in the deprecated state), using the Preferred Lifetime value from the Prefix Information option

If you configured this interface to support temporary addresses (you configured the TEMPADDRS parameter on the IPCONFIG6 statement and the TEMPPREFIX parameter that is specified on the INTERFACE statement includes the prefix), z/OS Communications Server also performs the following actions:

- Adds an IPv6 home address for the receiving interface and for the temporary autoconfigured address (if that home address was not already added by a previous advertisement)
- Adds an IPv6 implicit route for the receiving interface and for the temporary autoconfigured address (if that route was not already added by a previous advertisement)
- Sets or resets the length of time that the home address and implicit route remain valid, using the Valid Lifetime value from the Prefix Information option and the TEMPADDRS VALIDLIFETIME value that is configured

- Sets or resets the length of time that the home address remains in the preferred state (not in the deprecated state), using the Preferred Lifetime value from the Prefix Information option and the TEMPADDRS PREFLIFETIME value that is configured

**Restriction:** Prefixes that are learned solely by using the Prefix parameter on the OMPROUTE IPV6\_INTERFACE, IPV6\_OSPF\_INTERFACE, or IPV6\_RIP\_INTERFACE statement are never used for autoconfiguration.

If you manually configure addresses for an IPv6 interface using the INTERFACE statement, addresses for that interface cannot be autoconfigured. If a prefix is not 64 bits in length, it is not used for autoconfiguration of addresses. Unlike the prefix route and the default route, the implicit route and home address cannot immediately be deleted; these items must age out. If the Valid Lifetime value is set to infinity, the implicit route and home address for the public autoconfigured address do not time out. For more information about autoconfiguration, see “Stateless address autoconfiguration” on page 35.

## Route timeouts

The valid lifetime for each type of route is updated (extending the life of the route) by the periodic receipt of router advertisements as long as the sending router is available and is not reconfigured relative to its defined prefixes or default router status.

When a Prefix Information option contains the Valid Lifetime value infinity, the implicit or prefix route associated with the public autoconfigured address is considered permanent and does not age unless a future Prefix Information option for the prefix contains a Valid Lifetime value that is not infinity.

Expiration of the valid lifetime for a default route is immediate if a future router advertisement indicates that the sending router is no longer a default router. Expiration of the valid lifetime for a prefix route is immediate if a future Prefix Information Option for the prefix contains the Valid Lifetime value 0 or if a future Route Information Option for the prefix contains the Route Lifetime value 0. The valid lifetime for an implicit route cannot expire immediately because the minimum lifetime allowed is 2 hours; the lifetime must age out naturally.

## VARY TCPIP,,OBEYFILE command rules

**Rules:** Observe the following rules for the VARY TCPIP,,OBEYFILE command:

- If a non-replaceable static route in the profile data set specified on the VARY TCPIP,,OBEYFILE command has the same destination as an existing route that was added because of a received Router Advertisement, the existing route is replaced by the non-replaceable static route.
- If the profile data set specified on the VARY TCPIP,,OBEYFILE command specifies a manually configured home address for an interface that already has autoconfigured addresses, the autoconfigured addresses are deleted along with their associated implicit routes.

With the exception of these two rules, all autoconfigured home addresses and routes added because of received Router Advertisements are maintained through VARY TCPIP,,OBEYFILE command processing.

## Redirect processing

A node can receive a Redirect message from an on-link router if the router determines that the destination is on-link or if there is a better first-hop router for the given destination. z/OS Communications Server can be configured to ignore the IPv6 Redirects sent by routers by defining the `IGNOREREDIRECT` keyword on the `IPCONFIG6` statement. In addition, IPv6 Redirects are ignored if the IPv6 OSPF or IPv6 RIP protocol of the `OMPROUTE` routing daemon is being used. If processing of Redirect messages is enabled, z/OS Communications Server begins using the new first-hop information which is identified in the Redirect message. A router must use its link-local address as the source address in Redirects that it originates. A received Redirect is processed only if the current route to the destination in the IPv6 route table has the source address of the Redirect as its next hop. Therefore, if Redirects are to be accepted, all static indirect routes must be configured using the next-hop router's link-local address. If the previous route to the destination was a host route, it is deleted from the route table to keep it from being used by Multipath processing.

If Redirect processing is disabled, z/OS Communications Server silently discards the Redirect message.

## Duplicate address detection

Duplicate address detection (DAD) is used to verify that an IPv6 home address is unique on the LAN before the address is assigned to a physical interface (for example, QDIO). z/OS Communications Server responds to other nodes that are doing DAD for IP addresses assigned to the interface. DAD is not done for VIPAs or loopback addresses. DAD for local addresses is done for physical interfaces when one of the following situations occur:

- The interface is started (the autoconfigured link-local address and manually configured addresses and /prefixes are checked).
- A `VARY TCPIP,,OBEYFILE` command is issued for a profile data set containing an `INTERFACE ADDADDR` for an already active interface.
- A router advertisement containing new prefix information and the autonomous bit set is received on an interface enabled for stateless autoconfiguration.
- A temporary autoconfigured address is generated.

To disable DAD checking, specify `DUPADDRDET 0` on the `INTERFACE` statement.

DAD processing involves the following steps:

1. The host joins a link-local all-nodes multicast group at interface start processing.
2. The host joins a solicited-node group for the local address.
3. A neighbor solicitation is sent to the solicited-node multicast address with the tentative address for which DAD is being performed.
4. The host waits for a neighbor response (neighbor advertisement or neighbor solicitation) on the interface.
5. If no neighbor response is received within the specified retransmit time, the address is considered unique on the LAN.
6. If a neighbor response is received within the specified time, the address is not unique. The host leaves the solicited-node multicast group, issues a duplicated address detected console message, and marks the address unavailable because of a duplicate address.

Unless DAD is disabled, the address is not considered assigned to an interface until DAD is successfully completed for the local address. Packets can be received for the all-nodes or solicited-node multicast groups, but there is no response because the address is not yet assigned to the interface. If the local address is a manually configured address, the addresses are displayed in a Netstat Home/-h report as Unavailable (if the interface has not been started or if DAD failed).

In situations where DAD is not done for the IPv6 home address (by specifying DUPADDRDET 0 on the INTERFACE statement or if it is a VIPA), the z/OS Communications Server host still responds if another node is doing DAD for an IPv6 address assigned to the interface or for IPv6 VIPAs when the interface is assigned to handle VIPAs; responses are not sent for loopback addresses.

## Address resolution

Address resolution in IPv6 is similar to ARP processing in IPv4, except ICMP neighbor solicitations, neighbor advertisements, router redirects, and router advertisements are used to obtain the link-layer (MAC) address. The host sends a neighbor solicitation to a solicited-node multicast address. It waits for a response for a period of time (retransmit time). If one is received, then the link-layer address contained in the neighbor advertisement is cached and any queued packets are sent to the address. If there is no response, the host repeats this process up to three times before it declares a neighbor unreachable.

A neighbor cache entry can also be built when a neighbor solicitation for a local address is received and the solicitation contains the sender's link-layer address (and the source address is not the unspecified address, that is, the sender is not performing DAD). The neighbor cache entry is built if it does not exist based on the assumption that a packet is soon sent to this neighbor. Building the cache entry reduces the overhead of having to perform the task of address resolution for the neighbor at a later time.

Issue the Netstat ND/-n command to display information for a specific neighbor or all neighbor cache entries. It displays the neighbor link-layer address, state, whether the neighbor is a router or host, and whether a router is a default router. The following states are possible neighbor states:

### **Incomplete**

Address resolution is in progress.

### **Reachable**

Positive confirmation of reachability was received.

**Stale** An unsolicited neighbor discovery message has updated the link-layer address. Reachability is verified the next time the entry is used.

**Delay** More than reachable time has elapsed since last positive confirmation of reachability. Default reachable time is 30 seconds. It can be overridden by data provided by neighbor advertisements. A small delay is experienced before starting a probe of neighbor (upper layers can provide confirmation).

**Probe** Neighbor solicitations are sent to verify neighbor reachability.

## Neighbor unreachability detection

Neighbor unreachability detection verifies that two-way communication with a neighbor node exists. The host sends a neighbor solicitation to a node and waits for a solicited neighbor advertisement. If a solicited neighbor advertisement is



received, the node is considered reachable. If there is no response, the host can repeat this process before it declares a neighbor unreachable. If a neighbor is found to be unreachable, the neighbor cache entry is deleted.

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## Assigning IP addresses to interfaces

Stateless address autoconfiguration is always used to generate and assign a link-local address to a physical IPv6 interface. If it cannot assign a link-local address, interface activation fails. No other addresses are assigned to the interface (whether they are assigned using stateless address autoconfiguration or manual configuration) until a link-local address has been successfully assigned. Link-local addresses are not aged out.

### Stateless address autoconfiguration

The larger address field of IPv6 solves a number of problems inherent in IPv4, but the size of the address itself might be a potential problem for the TCP/IP administrator. As a result, IPv6 has the capability to automatically assign an address to an interface at initialization time. In this way, a network can become operational with minimal action on the part of the TCP/IP administrator. Stateless autoconfiguration is supported for an OSA-Express QDIO interface in z/OS Communications Server if no manually configured addresses are defined on the interface. Manual configuration of the host's local addresses is not required except for VIPA interfaces. Stateless address autoconfiguration consists of the following steps:

1. During interface startup, the host generates its own addresses by using a combination of router advertised prefixes and the interface ID. If the INTFID parameter is configured on the INTERFACE statement, the value that is configured on the parameter is used as the interface ID. Otherwise, the host obtains an interface token from the interface hardware to create an interface ID.
2. If temporary addresses are supported on the interface (the TEMPADDRS parameter is configured on the IPCONFIG6 statement and the TEMPPREFIX parameter is configured on the INTERFACE statement), a random interface ID is generated. Temporary addresses are generated using a combination of router-advertised prefixes and the random interface ID.
3. Duplicate address detection is performed for each address. If a duplicate is not detected or Duplicate Address Detection (DAD) is disabled for the interface (DUPADDRDET 0 specified on the INTERFACE statement), the local address is added.
4. A stateless autoconfigured address is deleted when its valid lifetime expires or when a manually defined address is added to the interface.

An IPv6 address generated using stateless address autoconfiguration has two timers associated with it: A preferred lifetime timer and a valid lifetime timer. Router advertisements contain the valid lifetime and preferred lifetime timers for a prefix. Temporary autoconfigured addresses also have a valid lifetime and preferred lifetime timer configured on the IPCONFIG6 statement (TEMPADDRS PREFLIFETIME *value* VALIDLIFETIME *value*). The valid and preferred lifetime timers for a temporary autoconfigured address are the lesser of the values contained in the router advertisement for the prefix and the value specified on the IPCONFIG6 statement. The valid and preferred lifetime timers for a public autoconfigured address are the values that are in the router advertisement for the prefix.

An IPv6 address goes through two phases to gracefully handle the address expiration:

**Preferred**

Use is unrestricted.

**Deprecated**

In anticipation of the expiration of the leased period, use of the address is discouraged.

When the preferred lifetime expires, the address created from the prefix is deprecated. When the valid lifetime expires, the address created from the prefix is deleted and an operator message is issued.

**Autoconfiguration considerations**

During autoconfiguration, make the following considerations:

- A manually configured address or prefix on an interface disables stateless autoconfiguration for the interface.
- `INTERFACE name DELADDR addr/prefix` and `INTERFACE name DEPRADDR addr/prefix` profile statements that are activated with the `VARY TCPIP,,OBEYFILE` command are not valid for autoconfigured addresses.
- A `VARY TCPIP,,OBEYFILE` command whose profile contains `ADDADDR INTERFACE` or `DELADDR INTERFACE` statements can affect stateless autoconfiguration:
  - An `INTERFACE name ADDADDR addr/prefix` profile statement that is activated with the `VARY TCPIP,,OBEYFILE` command results in the deletion of stateless autoconfigured addresses on the interface. Stateless autoconfiguration capability is disabled.
  - If the `DELADDR` profile statement removes the last manually configured address or prefix, stateless autoconfiguration is enabled and subsequent router advertisements can generate autoconfigured addresses.

**Guidelines:**

- Consider using VIPA addresses in conjunction with autoconfigured addresses because public autoconfigured addresses are not automatically added to the Domain Name System (DNS).
- Do not add temporary autoconfigured address to the DNS. Temporary autoconfigured addresses are regenerated periodically to prevent client activity from being correlated. If a DNS name is associated with the addresses, the DNS name might be used for correlation.

**IP address takeover following an interface failure**

The TCP/IP stack in z/OS Communications Server provides transparent fault-tolerance for failed (or stopped) IPv6 interfaces, when the stack is configured with redundant connectivity onto a LAN. This support is provided by the z/OS Communications Server interface-takeover function and applies to the IPv6 IPAQENET6 interface type.

At device or interface startup time, TCP/IP dynamically learns of redundant connectivity onto the LAN, and uses this information to select suitable backups in the case of a future failure of the device/interface. This support makes use of neighbor discovery flows for IPv6 interfaces, so upon failure (or stop) of an interface, TCP/IP immediately notifies stations on the LAN that the original IPv6 address is now reachable by way of the backup's link-layer (MAC) address. Users targeting the original IP address see no outage because of the failure, and they are unaware that any failure occurred.



Because this support is built upon neighbor discovery flows, no dynamic routing protocol in the IP layer is required to achieve this fault tolerance. To enable this support, you must configure redundancy onto the LAN by defining and activating multiple INTERFACES onto the LAN. Note that an IPv4 device cannot back up an IPv6 interface, and an IPv6 interface cannot back up an IPv4 device.

The interface-layer fault-tolerance can be used in conjunction with VIPA addresses, where applications can target the VIPA address, and any failure of the real LAN hardware is handled by the interface-takeover function. This differs from traditional VIPA usage, where dynamic routing protocols are required to route around true hardware failures.

## How to get addresses for VIPAs

VIPA interfaces are always active. IPv6 VIPA interfaces can have only global addresses that are assigned to them. IPv6 VIPA interfaces are not allowed to have link-local addresses because link-local addresses can be used only on the associated LAN and no VIPA LAN is available.

**Rule:** You must manually configure all addresses that are assigned to IPv6 VIPAs.

To globally enable SOURCEVIPA for IPv6, configure the SOURCEVIPA keyword on the IPCONFIG6 statement. Then, to enable SOURCEVIPA for particular interfaces, use the SOURCEVIPAINTERFACE parameter on the INTERFACE statement for those interfaces. The SOURCEVIPAINTERFACE parameter allows for the specification of the interface name of the VIRTUAL6 interface whose addresses should be used as SOURCEVIPA addresses.

Unlike IPv4, where the source VIPA selected is based upon the ordering of the HOME list, IPv6 SOURCEVIPA uses the addresses configured on the VIPA INTERFACE statement referenced by the SOURCEVIPAINTERFACE keyword on the INTERFACE statement for the outbound interface. When that VIPA interface has multiple addresses configured, the default source address selection algorithm selects among them. For detailed information about the algorithm, see “Default source address selection” on page 43.

### Guidelines:

- Use different prefixes for IPv6 static VIPAs and for the IPv6 addresses assigned to real interfaces.
- Configure static VIPAs with different prefixes than real addresses. Configuring static VIPAs in this way reduces the likelihood of address collisions between the manually configured VIPAs and the autoconfigured addresses of the real interfaces. This kind of configuration is also necessary because duplicate address detection (DAD) is not performed for VIPA addresses.

See “Assigning IPv6 addresses” on page 72 for information about static VIPAs.

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## IPv6 temporary addresses with random interface IDs

RFC 4941 addresses a potential security concern that can occur when you are using stateless address autoconfiguration. You can use IPv6 temporary addresses with random interface IDs to mitigate this security issue.

An autoconfigured address contains an embedded static interface identifier. The static interface ID makes it possible to correlate independent transactions to and from the system using the adapter, even if the overall IPv6 address changes.

RFC 4941, *Privacy Extensions for Stateless Address Autoconfiguration in IPv6*, defines a mechanism to generate a random interface ID that changes over time. Temporary autoconfigured addresses are then generated from the random interface ID. A short-lived client application can use temporary addresses with changing embedded interface IDs to make it more difficult to correlate activity.

A history value is used as part of the algorithm that generates the random interface ID. The first time that an interface is started, a random number generator generates the history value. If cryptographic hardware is available, then the Integrated Cryptographic Service Facility (ICSF) callable service CSNBRNG is used to generate the history value. If cryptographic hardware is not available, then a software random number generator generates the history value. Message number EZD0043I indicates the source of the history value. See z/OS Cryptographic Services ICSF Application Programmer's Guide for more information about the CSNBRNG callable service.

## Configuring a TCP/IP stack to generate IPv6 temporary addresses

To implement the mechanism defined in RFC 4941 regarding the use of randomly generated interface IDs, you must first configure a TCP/IP stack to generate IPv6 temporary addresses.

### Before you begin

Before you configure a TCP/IP stack to use IPv6 temporary addresses:

- Understand IPv6 stateless address autoconfiguration. See “Stateless address autoconfiguration” on page 35 for a description of autoconfigured addresses, both public and temporary.
- Determine whether you have a client application that would benefit from using temporary autoconfigured addresses. Temporary addresses are designed to be used with short-lived client connections.
- Determine whether stateless address autoconfiguration is being used for one or more of the OSA-Express IPAQENET6 interfaces that are defined in the TCP/IP profile. Temporary autoconfigured addresses can be generated only for an OSA-Express IPAQENET6 interface that is using autoconfiguration (the IPADDR parameter is not specified with the IP address or prefix on the INTERFACE statement).

### Procedure

Perform the following steps to configure a TCP/IP stack to generate IPv6 temporary addresses:

1. Enable the generation of temporary addresses by configuring the TEMPADDRS parameter on the IPCONFIG6 statement. For more information about the TEMPADDRS parameter, see the IPCONFIG6 statement in z/OS Communications Server: IP Configuration Reference.
2. (Optional) Set the preferred lifetime and the valid lifetime for temporary addresses by configuring the parameters PREFLIFETIME *preflifetime* VALIDLIFETIME *validlifetime* on the IPCONFIG6 statement. Default values are used if you do not configure these parameters. The preferred lifetime and valid lifetime values apply to all temporary addresses on the TCP/IP stack. For more information about preferred and valid lifetimes see “Stateless address autoconfiguration” on page 35. For more information about the PREFLIFETIME

and VALIDLIFETIME parameters, see the information about the IPCONFIG6 statement in z/OS Communications Server: IP Configuration Reference.

3. (Optional) Limit the IPv6 prefixes for which temporary addresses can be generated by configuring the TEMPPREFIX parameter on one or more INTERFACE statements. In most cases, you can use the default value TEMPPREFIX ALL, which enables temporary addresses to be generated for all prefixes that are learned from router advertisements over the interface. If you need to limit the prefixes for which temporary addresses are generated for an interface, you can specify the TEMPPREFIX parameter on the INTERFACE statement. For more information about the TEMPPREFIX parameter, see the information about the IPAQENET6 INTERFACE statement in z/OS Communications Server: IP Configuration Reference.

**Guideline:** If SOURCEVIPA is enabled and the SOURCEVIPAINIT parameter is configured for an interface, the default source address selection algorithm selects an address from the addresses for the source VIPA interface, not from the addresses for the outbound interface. Specify TEMPPREFIX NONE to disable unnecessary generation of temporary addresses for the outbound interface. For more information, see “VIPA considerations with source address selection” on page 45.

## What to do next

When you are done, configure the client application to use temporary addresses. See “Enabling a client application to use IPv6 temporary or public addresses.”

## Enabling a client application to use IPv6 temporary or public addresses

After you have configured a TCP/IP stack to generate IPv6 temporary addresses, you must enable the client application to use these addresses or IPv6 public addresses.

### Before you begin

You need to have configured the TCP/IP stack to generate temporary IPv6 addresses. See “Configuring a TCP/IP stack to generate IPv6 temporary addresses” on page 38.

### Procedure

Perform the following steps to enable a client application to use IPv6 temporary or public addresses:

1. Identify the job name of the client application for which temporary or public addresses will be used.
2. Specify that temporary IPv6 addresses are preferred for an application:
  - Specify a JOBNAM *jobname* TEMPADDRS entry on the SRCIP statement.
  - Use the socket API extensions to specify source IP address preferences at the socket level.

For more information about the SRCIP statement, see z/OS Communications Server: IP Configuration Reference. This information includes a description of how the job name is determined for an application.

3. Specify that public IPv6 addresses are preferred for an application:
  - Specify a JOBNAM *jobname* PUBLICADDRS entry on the SRCIP statement.

- Use the socket API extensions to specify source IP address preferences at the socket level.

For more information about the SRCIP statement, see *z/OS Communications Server: IP Configuration Reference*. The information includes a description of how the job name is determined for an application.

## What to do next

When you are done, you can display the configured and generated temporary address information. See “Displaying the configured and generated temporary or public address information.”

## Displaying the configured and generated temporary or public address information

After you have configured the TCP/IP stack and the client application, you can display the temporary or public address information.

### Before you begin

You must do the following configuration:

- Configure the TCP/IP stack to generate IPv6 temporary addresses.
- Configure the client application to use IPv6 temporary or public addresses.

### Procedure

Perform the following steps to display the configured and generated temporary or public address information:

1. Issue the Netstat CONFIG/-f command to display the TempAddresses setting and the PreferredLifetime and ValidLifetime values. For a description of these fields, see the Netstat CONFIG/-f report example in *z/OS Communications Server: IP System Administrator's Commands*.
2. Issue the Netstat DEvlinks/-d command to display the TempPrefix values. For a description of this field see the Netstat DEvlinks/-d report example in *z/OS Communications Server: IP System Administrator's Commands*.
3. Issue the Netstat HOme/-h command to display any generated temporary addresses. The Flags field in the display indicates Temporary for a temporary address. The ValidLifetimeExp field in the display indicates when the temporary address will be deleted. For a description of this report, see the Netstat HOme/-h report example in *z/OS Communications Server: IP System Administrator's Commands*.
4. Issue the Netstat SRCIP/-J command to display entries in the SRCIP statement block. A Job Name entry indicates TEMPADDRS for the Source field if a temporary address is to be preferred for the client's source IP address. A Job Name entry indicates PUBLICADDRS for the Source field if a public address is to be preferred for the client's source IP address.

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## Default address selection

IPv6 addressing architecture allows multiple unicast addresses to be assigned to interfaces. These addresses might have different reachability scopes (link-local or global). These addresses can also be preferred or deprecated. Privacy considerations have introduced the concepts of public addresses and temporary addresses. The mobility architecture introduces home addresses and care-of

addresses. In addition, multihoming situations result in more addresses per node. For example, a node can have multiple interfaces, some of them tunnels or virtual interfaces, or a site can have multiple ISP attachments with a global prefix per ISP.

The end result is that IPv6 implementations are often faced with multiple possible source and destination addresses when initiating communication. It is preferred to have default algorithms, common across all implementations, for selecting source and destination addresses so that developers and administrators can reason about and predict the behavior of their systems.

Furthermore, dual-mode stack implementations, which support both IPv6 and IPv4, very often need to choose between IPv6 and IPv4 when initiating communication. For example, DNS name resolution might yield both IPv6 and IPv4 addresses with the network protocol stack having both IPv6 and IPv4 source addresses available. In these cases, a policy that always prefers IPv6 or always prefers IPv4 might produce poor results. For example, if a DNS name resolves to a global IPv6 address and a global IPv4 address. If the node has assigned a global IPv6 address and a 169.254/16 autoconfigured IPv4 address, then IPv6 is the best choice for communication because the global address has a similar scope; therefore, a better chance of success. But if the node has assigned only a link-local IPv6 address and a global IPv4 address, then IPv4 is the best choice for communication because the scope more closely matches the scope of the destination to which you are communicating. The destination address selection algorithm solves this with a unified procedure for choosing among both IPv6 and IPv4 addresses.

Source address selection and destination address selection are discussed separately, but using a common framework enables the two algorithms together to yield useful results. The algorithms attempt to choose source and destination addresses of appropriate scope and configuration status (preferred or deprecated).

## Policy table for IPv6 default address selection

The policy table for IPv6 default address selection is a longest-matching prefix lookup table, much like a routing table. You can configure this table to suit your environment.

Given an address, a lookup in the policy table produces two values: a precedence value for the address and a label for the address. In the table, IPv4 addresses are represented as IPv4-mapped IPv6 addresses. The default policy table for IPv6 default address selection contains the following values.

*Table 5. Default policy table for IPv6 default address selection*

Prefix	Precedence	Label
::1/128	50	0
::/0	40	1
2002::/16	30	2
::/96	20	3
::ffff:0.0.0.0/96	10	4

In the table, the prefix values specify the address prefix that is used to select the policy table entry that best matches a source or destination address; the precedence values specify how destination addresses are sorted; and the label values specify whether a given source address prefix is preferred for use with a given destination address prefix.

This default configuration produces the following results:

- Native source addresses are preferred for use with native destination addresses
- 6to4 source addresses are preferred for use with 6to4 destination addresses
- IPv4-compatible IPv6 source addresses are preferred for use with IPv4-compatible IPv6 destination addresses

**Guideline:** IPv4-compatible IPv6 addresses are deprecated by RFC 4291, but are shown here because they are part of the default policy table that RFC 3484 defines.

- Communication using IPv6 addresses is preferred to communication using IPv4 addresses, if matching source addresses are available

You can use the DEFADDRTABLE TCP/IP profile statement to configure the policy table for IPv6 default address selection to better suit your environment. For example, you can specify that IPv4 addresses should be preferred over IPv6 addresses.

## Default destination address selection

Resolver APIs can return multiple IP addresses as a result of a host name query; however, many applications use only the first address returned to attempt a connection or to send a UDP datagram. Therefore, sorting of these IP addresses is performed by the default destination address selection algorithm.

Establishing connectivity can depend on whether an IPv6 address or an IPv4 address is selected, which makes this sorting function even more important.

Default destination address selection occurs only when the system is enabled for IPv6 and the application is using the `getaddrinfo()` API to retrieve IPv6 addresses, IPv4 addresses, or both.

The default destination address selection algorithm sorts a list of destination addresses and generates a new list. The algorithm sorts together both IPv6 and IPv4 addresses by a set of rules. Rules are applied, in order, to the first and second address, choosing a best address. Rules are then applied to this best address and the third address. This continues until rules have been applied to all addresses and the entire list of addresses has been sorted. If one of the rules is able to select the best address between two addresses, remaining rules are bypassed for those two addresses. Subsequent rules act as tie-breakers for earlier rules.

The destination address selection algorithm attempts to predict what source address is selected by TCP/IP when the application initiates an outbound connection or sends a datagram by using the destination address. This source address is used for some of the destination address selection criteria rules. Source address prediction processing assumes that the application does not explicitly specify a source IP address (by using `bind` or `ipv6_pktinfo`) when it is initiating a connection or sending a datagram. If the application explicitly specifies a source address, then the destination address that this algorithm selects might not be optimal. The decision the algorithm makes might assume that a different source address is used.

### Rules:

1. Avoid unusable destinations.



If one address is reachable (the stack has a route to the particular address) and the other is unreachable, then place the reachable destination address before the unreachable address.

2. Prefer matching scope.

If the scope of one address matches the scope of its source address and the other address does not meet this criteria, then the address with the matching scope is placed before the other destination address.

The scopes of the destination addresses and their associated source addresses are determined by the high-order bits of the address. The destination address can be a multicast or unicast address. To compare scope, unicast link-local addresses are mapped to multicast link-local addresses and unicast global addresses are mapped to multicast global addresses.

3. Avoid deprecated addresses.

If one address is deprecated and the other is non-deprecated, then the non-deprecated address is placed before the other address.

4. Prefer matching label.

If the label of one destination address matches the label of its associated source address and the label of the other destination address does not match the label of its associated source address, then the destination with the matching label is placed before the other address.

See “Policy table for IPv6 default address selection” on page 41 and “Configuring the policy table for default address selection” on page 46 for information about how labels are associated with destination addresses.

5. Prefer higher precedence.

If the precedence of one address is higher than the precedence of the other address, then the address with the higher precedence is placed before the other destination address.

See “Policy table for IPv6 default address selection” on page 41 and “Configuring the policy table for default address selection” on page 46 for more information about how precedence values are associated with destination addresses.

6. Prefer smaller scope.

If the scope of one address is smaller than the scope of the other address, the address with the smaller scope is placed before the other destination address.

7. Use the longest matching prefix.

If one destination address has a longer `CommonPrefixLength` with its associated source address than the other destination address has with its source address, then the address with the longer `CommonPrefixLength` is placed before the other address.

8. Leave the order unchanged.

No rule selected a better address of these two addresses; they are equally good. Choose the first address as the better address of these two and the order is not changed.

## Default source address selection

When the application or upper-layer protocol has not selected a source address for an outbound IPv6 packet (using `bind` or `ipv6_pktinfo`), the default source address selection algorithm selects one.

The goal of default source address selection is to select the address that is most likely to allow the packet to reach its destination and to support site renumbering.

The group of candidate addresses consists of the addresses assigned to the outbound interface (both configured, dynamically generated, or both) or the addresses configured for the outbound interface's SOURCEVIPA interface. Any address that is preferred or deprecated is included in the candidate list. The algorithm is applied to the candidate address list to select the best source address for the packet. If there is only one address in the list of candidate source addresses, then that address is used. If there is more than one address in the candidate list, one is selected by applying the algorithm's rules to the addresses. Rules are applied, in order, to the first and second address, choosing a best address. Rules are then applied to this best address and the third address. This continues until rules have been applied to all addresses. If one of the rules is able to select the best address between two addresses, remaining rules are bypassed for those two addresses. Subsequent rules act as tie-breakers for earlier rules.

#### **Rules:**

1. Prefer the same address.

If either address is the destination address, choose that address as the source address and terminate the entire algorithm.

2. Prefer the appropriate scope.

If the scope of one address is preferable to the scope of the other address, then the address with the better scope is the better address of these two addresses.

The following examples show how the scope of one source address (SA) is preferable to the scope of another source address (SB) for the particular destination address (D).

- Assume that the scope of SA is less than the scope of SB. If the scope of SA is less than the scope of D, then SB is the best address; otherwise, SA is the best address.
- Assume that the scope of SB is less than the scope of SA. If the scope of SB is less than the scope of D, then SA is the best address; otherwise, SB is the best address.

3. Avoid deprecated addresses.

If one address is deprecated and the other is preferred, then the preferred address is the better address of the two addresses.

4. Prefer matching label.

If the label of one source address matches the label of the destination address and the label of the other source address does not match, then the address with the matching label is the better address of the two addresses.

See "Policy table for IPv6 default address selection" on page 41 and "Configuring the policy table for default address selection" on page 46 for information about how labels are associated with source and destination addresses.

5. Prefer public addresses over temporary addresses.

If one address is a public address and the other is a temporary address, determine the preference of the application for public or temporary addresses by examining the SRCIP statement:

- If the SRCIP statement has a JOBNAME PUBLICADDRS entry for this application, then the public address is the better address of the two addresses.
- If the SRCIP statement has a JOBNAME TEMPADDRS entry for this application, then the temporary address is the better address of the two addresses.



- If the application has specified the socket option to prefer temporary addresses and there is not an SRCIP statement with a JOBNAME PUBLICADDRS entry for the application, then the temporary address is the better address of the two addresses.
  - If none of the previously listed items are true, then the public address is the better of the two addresses.
6. Use the longest matching prefix.  
If one address has a longer common prefix length (CommonPrefixLength value) with the destination than the other address, then the address with the longer common prefix length is the better address of the two addresses.
  7. Leave the order unchanged.  
No rule selected a better address of these two addresses; they are equally good. Choose the first address as the better address of the two addresses.

### VIPA considerations with source address selection

If SOURCEVIP is configured for the outbound interface and the application did not request that SOURCEVIP is to be ignored (by way of the Ignore Source VIPA socket option), the source address is selected from the addresses of the SOURCEVIP interface. Otherwise, the source address is selected from the addresses of the outbound interface. Selection of a source VIPA address for IPv6 is done differently from IPv4. It is determined by the SOURCEVIPINTERFACE parameter that is configured on the outbound interface, rather than the order of the HOME list.

When a socket is used to establish a TCP connection to an IPv6 destination or to send a UDP or RAW IP datagram to an IPv6 destination, the local address of the socket is determined based on the set of rules listed in Table 6:

Table 6. Source address selection

Source address selection for communication to IPv6 destinations		TCP, UDP, and RAW
IPCONFIG6 NOSOURCEVIP	1. The socket is bound to a local IPv6 address.	Do not change the local address, use it as it is.
	2. The socket is unbound; it is bound to the unspecified IP address.	Use the IPv6 default source address selection algorithm (selecting an IPv6 address on the physical interface over which the IP packet is about to be sent).
IPCONFIG6 SOURCEVIP	1. The socket is bound to a local IPv6 address.	Do not change the local address, use it as it is.
	2. A setsockopt() with the NOSOURCEVIP option was issued for the socket.	Use the IPv6 default source address selection algorithm (selecting an IPv6 address on the physical interface over which the IP packet is about to be sent).
	3. A SOURCEVIPINTERFACE parameter is configured on the IPv6 INTERFACE definition for the interface over which the IP packet is about to be sent.	Use the IPv6 default source address selection algorithm to select an IPv6 VIPA address from the IPv6 virtual interface pointed to by the SOURCEVIPINTERFACE parameter.
	4. A SOURCEVIPINTERFACE parameter is not configured on the IPv6 INTERFACE definition for the interface over which the IP packet is about to be sent.	Use the IPv6 default source address selection algorithm (selecting an IPv6 address on the physical interface over which the IP packet is about to be sent).

## Configuring the policy table for default address selection

You can configure the policy table for default address selection to better suit your environment by using the DEFADDRTABLE statement.

### Before you begin

Determine whether the default policy table for IPv6 default address selection is appropriate for your environment. If it is not, determine the appropriate policy entries. For more information about the policy table for IPv6 default address selection, including the entries that are in the default table, see “Policy table for IPv6 default address selection” on page 41.

### Procedure

Perform the following steps to configure the policy table for default address selection:

1. Take one of the following actions, depending on how you want to configure the table:
  - To configure a new policy table for IPv6 default address selection, add a DEFADDRTABLE block to your TCP/IP profile that contains the appropriate policy entries.
  - To change the policy table that is currently being used for IPv6 default address selection, create a DEFADDRTABLE block that contains the existing set of policies (default or configured policies) and update the policy entries that you want to change.
  - To remove all policies that are currently configured and revert to the default entries, create a DEFADDRTABLE block that does not contain any policies:  
DEFADDRTABLE  
ENDDEFADDRTABLE
2. Issue the VARY TCPIP,,OBEYFILE command to replace the existing or default policy entries and to activate the configuration changes.

### Example

To prefer IPv4 addresses over IPv6 addresses, you can change the precedence of the ::ffff:0.0.0.0/96 prefix to 100. This precedence value gives the IPv4-mapped IPv6 prefix (::ffff:0.0.0.0/96) a higher precedence than all IPv6 prefixes.

```
DEFADDRTABLE
; Prefix          Precedence  Label
::1/128           50          0
::/0              40          1
2002::/16         30          2
::/96             20          3
::ffff:0.0.0.0/96 100         4
ENDDEFADDRTABLE
```

To sort global destinations before link-local destinations, you can add an entry to the table for the fe80::/10 prefix. This entry gives link-local destinations (which match the fe80::/10 prefix) a lower precedence than all global addresses (which match the ::/0 prefix).

```
DEFADDRTABLE
; Prefix          Precedence  Label
::1/128           50          0
::/0              40          1
fe80::/10         33          1
```

```

2002::/16          30      2
::/96              20      3
::ffff:0.0.0.0/96  100     4
ENDEFADDRTABLE

```

For information about the DEFADDRTABLE statement, see z/OS Communications Server: IP Configuration Reference.

## What to do next

After you have configured the policy table for default address selection, you can display the configured values by issuing the Netstat DEFADDRT/-1 command. See “Displaying the policy table for default address selection” for more information.

## Displaying the policy table for default address selection

You can display the entries that are currently configured in the policy table for default address selection.

### Procedure

Issue the Netstat DEFADDRT/-1 command to display the values that are currently set in the policy table for default address selection. The Netstat DEFADDRT/-1 report is displayed. This report also indicates whether the policy table settings are the default settings or configured settings. For more information about the Netstat DEFADDRT/-1 report, see z/OS Communications Server: IP System Administrator's Commands.

---

## Enabling IPv6 communication between IPv6 nodes or networks in an IPv4 environment

Figure 9 shows how to enable communication between IPv6 nodes or networks in an IPv4 environment:

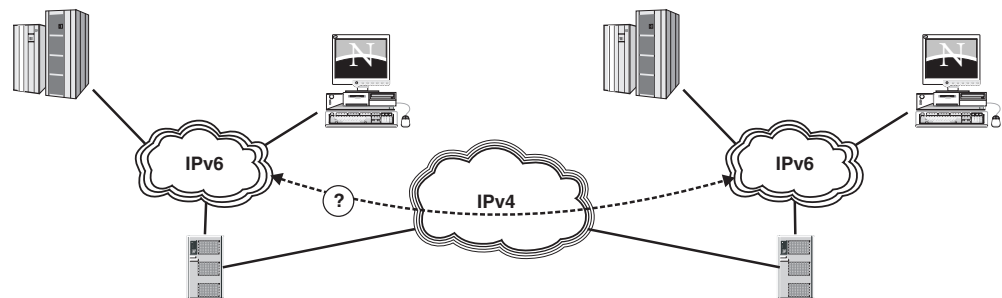


Figure 9. Communicating between IPv6 nodes or networks in an IPv4 environment

Tunneling provides a way to use an existing IPv4 routing infrastructure to carry IPv6 traffic. IPv6 nodes (or networks) that are separated by IPv4 infrastructure can build a virtual link by configuring a tunnel. IPv6-over-IPv4 tunnels are modeled as single-hop. In other words, the IPv6 hop limit is decremented by 1 when an IPv6 packet traverses the tunnel. The single-hop model serves to hide the existence of a tunnel. The tunnel is opaque to the network and is not detectable by network diagnostic tools such as **tracert**.

z/OS Communications Server does not support being a tunnel endpoint. This means that the z/OS Communications Server stack must have an IPv6 interface connected to an IPv6 capable router. The router is relied on to handle all tunneling issues.

For more information, see “Tunneling” on page 127.

---

## Enabling end-to-end communication between IPv4 and IPv6 applications

Figure 10 shows communication between IPv4 and IPv6 applications:

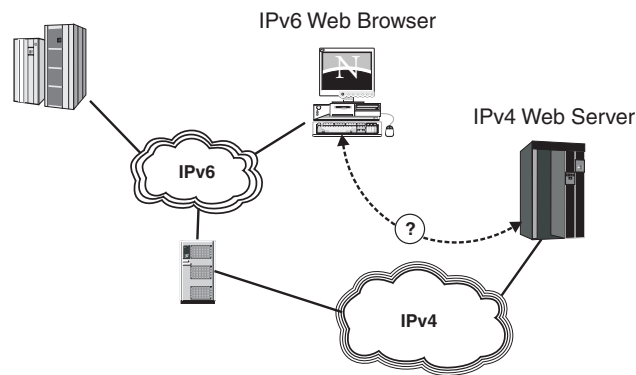


Figure 10. Communicating between IPv4 and IPv6 applications

z/OS Communications Server can be an IPv4-only or dual-mode stack.

There is no support for an IPv6-only stack. By default, IPv6-enabled applications can communicate with both IPv4 and IPv6 peers. A socket option makes an IPv6-enabled application require all peers to be IPv6. See “Socket option to control IPv4 and IPv6 communications” on page 95 for detailed information about the `IPV6_V6ONLY` socket option.

### IPv6 application on a dual-mode stack

An IPv6 application on a dual-mode stack can communicate with IPv4 and IPv6 partners as long as it does not bind to a native IPv6 address. If it binds to a native IPv6 address, it cannot communicate with an IPv4 partner because the native IPv6 address cannot be converted to an IPv4 address.

If a partner is IPv6, all communication uses IPv6 packets.

If a partner is IPv4, the following results occur:

- Both source and destination are IPv4-mapped IPv6 addresses.
- On inbound, the transport protocol layer maps the IPv4 addresses in received IPv4 packets to their corresponding IPv4-mapped IPv6 addresses before returning to the application with `AF_INET6` addresses.
- On outbound, the transport protocol layer converts the IPv4-mapped IPv6 addresses to native IPv4 addresses and sends IPv4 packets.

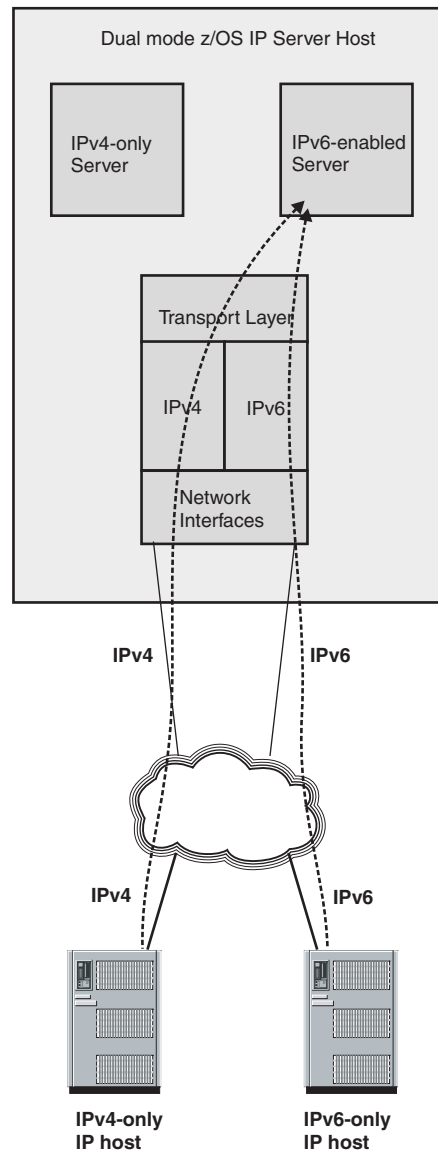


Figure 11. IPv6 application on dual-mode stack

## IPv4 application on a dual-mode stack

An IPv4 application running on a dual-mode stack can communicate with an IPv4 partner. The source and destination addresses are native IPv4 addresses and the packet is an IPv4 packet.

If a partner is IPv6 enabled and running on an IPv6-only stack, then communication fails. The partner has only a native IPv6 address (not an IPv4-mapped IPv6 address). The native IPv6 address for the partner cannot be converted into a form that the AF\_INET application understands.

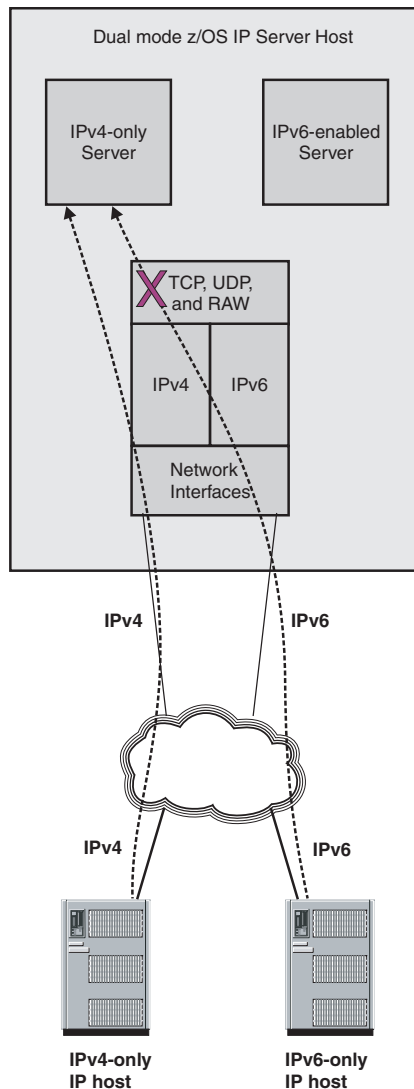


Figure 12. IPv4-only application on a dual-mode stack

## Application layer gateways and protocol translation

When IPv6-only nodes begin to appear in the network, AF\_INET6 applications on these nodes might need to communicate with AF\_INET applications. For a multihomed dual-mode IP host, it is likely that the host has both IPv4 and IPv6 interfaces over which requests for host-resident applications are received or sent. IPv4-only (AF\_INET sockets) applications are not generally able to communicate with IPv6 partners, which means that only the IPv4 partners in the IPv4 network can communicate with those applications; an IPv6 partner cannot.

As soon as IPv6-only hosts are being deployed in a network, applications on those IPv6-only nodes cannot communicate with the IPv4-only applications on the dual-mode hosts, unless one of multiple migration technologies are implemented either on intermediate nodes in the network or directly on the dual-mode hosts.

Numerous RFCs describe solutions in this area. One solution is a SOCKS64 implementation that works as a Sockets Secure (SOCKS) server that relays

communication between IPv4 and IPv6 flows. SOCKS is a well-known technology, and the issues around it are familiar. Servers do not require any changes, but client applications (or the stack on which the client applications reside) need to be socks-enabled to be able to reach out through a SOCKS64 server to an IPv4-only partner.

Other solutions are based on a combination of network address translation, IP-level protocol translation, and DNS-flow catcher/interpreter. These solutions all have problems with application-level IP address awareness and end-to-end security.

**Requirement:** z/OS Communications Server TCP/IP does not provide a SOCKS64 server and does not contain NAT-PT functionality. If an IPv6-only client requires access to an IPv4-only server on z/OS, an external SOCKS64 or NAT-PT node is required to translate the IPv6 packet to a corresponding IPv4 packet and vice versa.

### Network address translation

IPv4 NAT translates one IPv4 (private) address into another IPv4 (external) address. IPv6 NAT-PT translates an IPv4 address into an IPv6 address.

**Rules:** There are several limitations with NAT-PT:

- All requests and responses pertaining to a session must be routed through the same NAT-PT translator.
- There is a protocol translation limitation because a number of IPv4 fields have changed meaning in IPv6. Details of IPv4 to IPv6 protocol translation can be found in the Stateless IP/ICMP Translation Algorithm (SIIT) RFC.
- If an application carries the IP address in the payload, ALGs must be incorporated.
- Lack of end-to-end security. The two end nodes that seek IPsec network level security must both use IPv4 or IPv6.
- DNS messages and DNSSEC translation. An IPv4 end-node that demands DNS replies be signed rejects replies that have been tampered with by NAT-PT.

---

## Considerations for configuring z/OS for IPv6

This topic describes some general considerations for configuring IPv6 on z/OS, including cases where multiple types of TCP/IP stacks are present.

In this topic, stack or TCP/IP stack is used as a generic term to describe a protocol stack that can be defined as a z/OS UNIX System Services AF\_INET physical file system (PFS) in the BPXPRMxx parmlib member (for example, z/OS CS TCP/IP).

### IPv4-only stack

Some TCP/IP stacks support only IPv4 interfaces and are capable of sending or receiving only IPv4 packets. These TCP/IP stacks are generally referred to as IPv4-only stacks, as they support IPv4 but do not support communication over IPv6 networks.

An IPv4-only stack supports AF\_INET socket applications, but does not support AF\_INET6 socket applications.

**Guideline:** z/OS Communications Server TCP/IP can be started as an IPv4-only stack.

## IPv6-only stack

An IPv6-only stack supports IPv6 interfaces, but it does not support IPv4 interfaces. These TCP/IP stacks support AF\_INET6 sockets and applications that use them, as long as the IP addresses that are used are not IPv4-mapped IPv6 addresses. They do not support AF\_INET sockets. Applications can send and receive IPv6 packets by way of an IPv6-only stack, but they cannot send and receive IPv4 packets.

**Restriction:** z/OS Communications Server TCP/IP cannot be started as an IPv6-only stack.

## Dual-mode stack

Many IPv6 TCP/IP stacks support both IPv4 and IPv6 interfaces and are capable of receiving and sending IPv4 and IPv6 packets over the corresponding interfaces. These TCP/IP stacks are generally referred to as dual-mode stacks. This does not indicate that there are two separate TCP/IP stacks running on such a node, but it does indicate that the TCP/IP stack has built-in support for both IPv4 and IPv6.

A dual-mode stack supports AF\_INET and AF\_INET6 socket applications. AF\_INET applications can communicate using IPv4 addresses. IPv6-enabled applications that use AF\_INET6 sockets can communicate using both IPv6 addresses and IPv4 addresses (using the IPv4-mapped IPv6 address format).

**Guideline:** z/OS Communications Server TCP/IP can be started as a dual-mode stack.

---

## INET considerations

This topic describes the INET considerations for IPv4-only and dual-mode IPv4/IPv6 stacks.

### IPv4-only stack

An IPv4-only stack supports AF\_INET applications, but it does not support AF\_INET6 applications. Start an IPv4-only stack in an integrated sockets environment in one of the following ways:

- Do not code an AF\_INET6 statement in BPXPRMxx. This method is the easier of the two. When AF\_INET6 is not enabled, the underlying TCP/IP stack is started as an IPv4-only stack, even if it is capable of supporting IPv6.

**Restriction:** This is the only way to start z/OS Communications Server TCP/IP as an IPv4-only stack in an integrated sockets environment.

- Run a TCP/IP stack that is not capable of supporting IPv6. When starting a TCP/IP stack that does not support IPv6, the stack ignores any AF\_INET6 definitions that might appear in BPXPRMxx. As a result, the stack is started as an IPv4-only stack, even when AF\_INET6 is coded in BPXPRMxx.

When a TCP/IP stack is started as an IPv4-only stack in an Integrated Sockets environment, applications can open AF\_INET sockets and can send and receive IPv4 packets over IPv4 interfaces only. However, applications are unable to open AF\_INET6 sockets.



## Dual-mode IPv4/IPv6 stack

When both AF\_INET and AF\_INET6 are coded in BPXPRMxx and a dual-mode-capable stack is started, both AF\_INET and AF\_INET6 sockets are supported by the stack, and applications can send and receive IPv4 and IPv6 packets.

**Requirements:** To enable AF\_INET6 support in an integrated sockets environment, the following two conditions must exist:

- AF\_INET6 must be configured in BPXPRMxx. Note that AF\_INET6 support can be dynamically enabled by configuring AF\_INET6 in BPXPRMxx and then issuing the SETOMVS RESET= command to activate the new configuration.
- A dual-mode capable stack must be started after AF\_INET6 is configured in BPXPRMxx. If a TCP/IP stack that is capable of being a dual-mode stack is started before BPXPRMxx is configured, the stack remains an IPv4-only stack as long as it remains active; however, if the stack is stopped and then restarted, it restarts as a dual-mode TCP/IP stack if AF\_INET6 is configured in BPXPRMxx at the time it is restarted.

**Requirement:** To enable AF\_INET6 support for z/OS Communications Server TCP/IP, z/OS Communications Server TCP/IP must be started as a dual-mode stack. z/OS Communications Server TCP/IP does not support being started as an IPv6-only stack. In other words, if AF\_INET6 is coded in BPXPRMxx, AF\_INET must also be coded. If it is not, then the z/OS Communications Server TCP/IP stack fails to initialize.

---

## Common INET considerations

This topic describes Common INET considerations.

### Enabling AF\_INET6 support in a Common INET environment

**Requirements:** To enable AF\_INET6 support in a Common INET environment, the following conditions must exist:

- AF\_INET6 must be configured in BPXPRMxx. AF\_INET6 support can be dynamically enabled by configuring AF\_INET6 in BPXPRMxx and then issuing the SETOMVS RESET= command to activate the new configuration.
- At least one dual-mode-capable stack must be started after AF\_INET6 is configured in BPXPRMxx. Note that any dual-mode capable TCP/IP stack started before configuring BPXPRMxx remains an IPv4-only stack as long as it remains active. However, if it is stopped and then restarted, it restarts as a dual-mode TCP/IP stack if AF\_INET6 is configured in BPXPRMxx at the time it is restarted.

**Guideline:** Do not start some z/OS Communications Server TCP/IP stacks with AF\_INET6 support and some without AF\_INET6 support. If AF\_INET6 support is dynamically enabled, you should stop and restart all TCP/IP stacks which were active when AF\_INET6 support was enabled. This allows these TCP/IP stacks to become dual-mode stacks. After this occurs, all applications which are capable of opening AF\_INET6 sockets should be stopped and restarted. This allows the restarted applications to communicate over IPv4 and IPv6 networks.

### Disabling AF\_INET6 support in a Common INET environment

You can disable AF\_INET6 support in a Common INET environment in one of two ways.

## Procedure

- Stop all active dual-mode TCP/IP stacks while IPv4-only stacks remain active. Applications are no longer able to open AF\_INET6 sockets, although they can continue to use any AF\_INET6 sockets that are already open and not bound to one of the stopped dual-mode TCP/IP stacks. However, applications are able to open AF\_INET sockets.
- Dynamically disable AF\_INET6 in BPXPRMxx and stop all active dual-mode TCP/IP stacks. When restarted, the dual-mode-capable TCP/IP stacks start as IPv4-only stacks. In effect, this is a subset of the previous case. To disable AF\_INET6 support, issue the SETOMVS RESET= command to set the AF\_INET6 MAXSOCKETS value to 0.

## Supporting a mixture of dual-mode stacks and IPv4-only stacks

When AF\_INET6 sockets are supported, an IPv6-enabled application can use an AF\_INET6 socket to send and receive data with both IPv4 and IPv6 partners. When communicating with an IPv6 partner, a native IPv6 address is used. When communicating with an IPv4 partner, the IPv4 address is encoded as an IPv4-mapped IPv6 address. When an IPv4-mapped IPv6 address is used on an AF\_INET6 socket, a dual-mode TCP/IP stack realizes the partner is attached to the IPv4 network and routes packets over IPv4 interfaces.

As long as all TCP/IP stacks started in a Common INET environment provide native support AF\_INET6 sockets, socket calls can be passed directly to the underlying TCP/IP stack. However, when both dual-mode stacks and IPv4-only stacks are started in a Common INET environment, the IPv4-only stacks are not able to process the native AF\_INET6 socket calls. As a result, an application which uses IPv4-mapped IPv6 addresses on an AF\_INET6 socket needs transformations done by Common INET to communicate with partners over any active IPv4-only stack.

Common INET provides AF\_INET6 transformations that allow AF\_INET6 applications to communicate with an IPv4 peer over IPv4-only stack. The AF\_INET6 transformations convert AF\_INET6 socket calls to the corresponding AF\_INET socket calls before sending them to an IPv4-only stack and converts AF\_INET responses received from the IPv4-only stack to the corresponding AF\_INET6 responses before making them available to the AF\_INET6 application. Even with this transformation, AF\_INET6 applications must use IPv4-mapped IPv6 addresses to communicate with IPv4 applications.

Figure 13 on page 55 shows a mixture of dual-mode stacks and IPv4-only stacks:

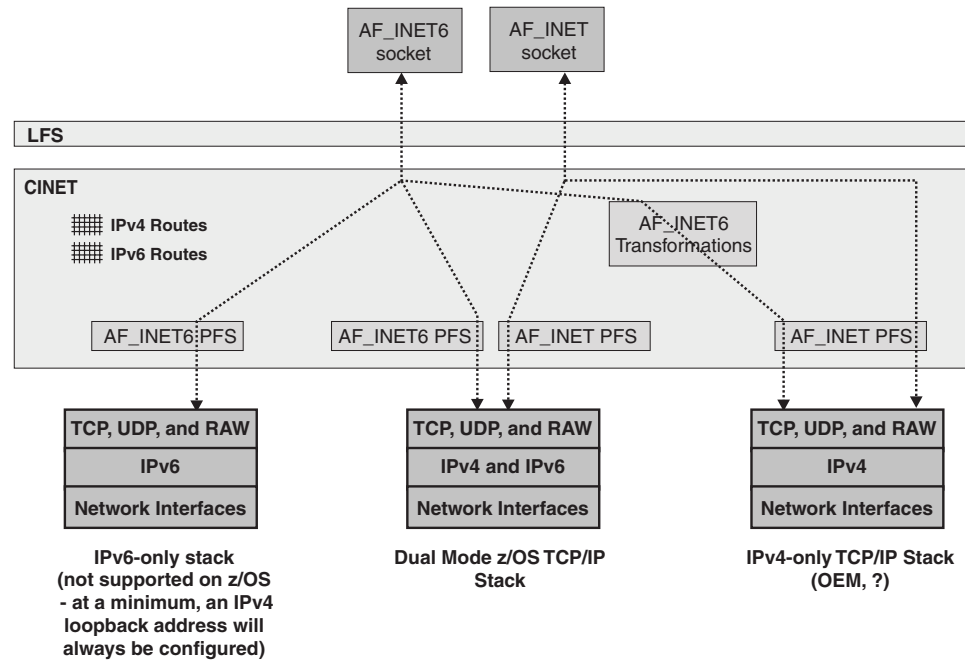


Figure 13. Mixing dual-mode and IPv4-only stacks

## Configuring a Common INET environment

If a mixture of dual-mode capable stacks and IPv4-only stacks are started in a Common INET environment, the default stack should be one of the dual-mode capable stacks. Common INET routes certain requests to the default stack, and this enables the stack with more functional capability to process these requests.

If `AF_INET6` support is dynamically configured in `BPXPRMxx`, stop and restart all dual-mode-capable TCP/IP stacks. After the TCP/IP stacks have been stopped and restarted, stop and restart all IPv6-enabled applications.



---

## Chapter 4. Configuring support for z/OS

This topic describes the configuration support that is needed for z/OS and contains the following subtopics:

- “Ensure that important features are supported over IPv6”
- “Assess automation and application impacts because of Netstat and message changes”
- “Determine how remote sites connect to the local host”
- “SNA access” on page 58
- “Avoid using IP addresses for identifying remote hosts” on page 58
- “Using the BIND parameter on the PORT statement” on page 59
- “Security considerations” on page 59
- “Support for scope information” on page 60
- “Enabling IPv6 support” on page 62
- “Resolver processing” on page 64
- “User exits” on page 66
- “Which applications started with inetd are IPv6 enabled?” on page 66
- “IPv6 and SMF records” on page 67
- “IPv6 and the Policy Agent” on page 67
- “IPv6 and SNMP” on page 68
- “Monitoring the IP network” on page 68
- “Diagnosing problems with IPv6” on page 70

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### Ensure that important features are supported over IPv6

See Appendix A, “IPv6 support tables,” on page 135 to ensure that all needed features are supported over IPv6.

---

### Assess automation and application impacts because of Netstat and message changes

Netstat output for stacks that are IPv6 enabled has a different format in order to accommodate the longer IPv6 address. This becomes an issue when applications that parse Netstat output are used. The same considerations also apply to applications which use IP addresses in their automation because IP addresses now have a longer format.

---

### Determine how remote sites connect to the local host

It is likely that clients that are not connected to a link that is directly attached to a z/OS image require access to servers that run on that z/OS image. Because z/OS provides a dual-stack implementation, z/OS can send IPv4 packets to partner nodes that are connected to the IPv4 network and IPv6 packets to partner nodes that are connected to the IPv6 network. If the client node is connected to the same routing infrastructure as the z/OS node, traffic is routed between z/OS and the client node by way of the native network transport.

In some cases, the two nodes might not be connected to the same routing infrastructure. For instance, each node might be attached to distinct IPv6 networks that are separated by an intermediate IPv4 network. When this occurs, tunneling might be used to transmit the native IPv6 packets across the IPv4 network. This allows nodes in the disjoint IPv6 networks to send packets to one another.

z/OS does not support functioning as an endpoint for this type of tunnel. However, z/OS might route traffic over a tunnel in the intermediate network. In this case, the tunnel endpoint used by z/OS would be an IPv6/IPv4 router in the network that supports one of several tunneling protocols. The tunnel endpoint used by z/OS might be attached to the same LAN to which z/OS attaches or might be attached to a remote network link. In either case, the presence of the tunnel endpoint is transparent to z/OS; from the z/OS perspective, traffic is routed over the native IPv6 network.

---

## SNA access

Both Enterprise Extender and TN3270 allow access to SNA applications over an IPv6 network as well as an IPv4 network. For both protocols, it is possible to simultaneously support connectivity over IPv4 and IPv6 networks. Enterprise Extender uses separate path statements and connection networks for each protocol. By assigning different weights to Transmission Groups that use different network protocols, it is possible to have SNA traffic prefer being routed over the IPv6 network or the IPv4 network. For TN3270, the network protocol used is determined by the remote TN3270 client.

**Guideline:** For Enterprise Extender and TN3270, use global unicast addresses. Although link-local addresses might work in certain configurations, they are not suitable for use when connecting between partner companies. There are few, if any, IPv6 NAT devices which can perform the necessary mappings between limited scope addresses and globally routable addresses and, given the vast number of globally unique IPv6 addresses available, are not necessary.

---

## Avoid using IP addresses for identifying remote hosts

In IPv4 networks, some sites and applications attempt to use the remote IP address to identify the client node that is connecting. In general for IPv4, do not use the IP address to identify the remote host. The client address can often be unpredictable, either because the client is using DHCP to obtain its address or because the client is accessing the server from behind a network address translation (NAT) device.

In IPv6, the client address is likely to become even more volatile than it is in IPv4 networks. Using Stateless Address Autoconfiguration, a client's address is dynamically derived from the MAC address of the network adapter used for connectivity. IPv6 also allows clients to pseudo-randomly generate IP addresses, referred to as temporary addresses, which can be used for one or more connections. These temporary addresses can be generated as frequently as the client desires- once a day, once an hour, or even more frequently. In general, the temporary addresses are not placed in the DNS, making it impossible to use DNS to map the IP address to a host name.

**Result:** The client IP addresses are unpredictable and subject to frequent change. In addition, it is possible, and even likely, that a server is unable to map the client address to a host name. If a mechanism to identify the remote host is required, then a different mechanism (client certificate, password, and so on) should be used to identify the remote host. For example, this approach is used by Enterprise

Extender. For IPv6, Enterprise Extender does not support configuring or passing IPv6 addresses. Instead, it uses host names to identify Enterprise Extender nodes.

---

## Using the BIND parameter on the PORT statement

The PORT statement reserves a port for the use of a particular server. The statement does not typically distinguish between IPv4 and IPv6; the port is reserved regardless of which type of address the application uses.

Use the BIND keyword on the PORT statement to force a listener that binds to the IPv4 INADDR\_ANY address, or to the IPv6 unspecified address (in6addr\_any), to listen on a particular IP address. If you specify an IPv4 address on the BIND keyword, listeners that are bound to the INADDR\_ANY address are converted to the specified IPv4 address, and listeners that are bound to the in6addr\_any address are converted to the IPv4-mapped IPv6 form of the specified address. If you specify an IPv6 address on the BIND keyword, the address is ignored for IPv4 listeners that are bound to the INADDR\_ANY address, and listeners that are bound to the in6addr\_any address are converted to the specified IPv6 address.

If you use the BIND option, your server can listen for either IPv4 connections or IPv6 connections, but not both. To have the same service serve both IPv4 and IPv6 clients, you might need to start two instances of it, one bound to an IPv4 address and one to an IPv6 address.

With SHAREPORT or SHAREPORTWLM keyword, you can start multiple instances of the server and have connections automatically load balanced between them. This function is supported for TCP listeners only. All IPv4 connection requests are load balanced between the set of IPv4 listeners (including AF\_INET6 listeners bound to the IPv6 unspecified address in6addr\_any), while all IPv6 connection requests are load balanced between the set of IPv6 listeners. See z/OS Communications Server: IP Configuration Reference for information about the load balancing algorithms used by each of these parameters.

---

## Security considerations

On z/OS Communications Server, not all security features that are supported over an IPv4 transport are enabled when communicating by an IPv6 transport. For example, IPSec, Network Access Control, Stack and Port Access Control, TLS, SSL, and Kerberos (Kerberos Version 5 and GSSAPIs) are enabled for both IPv4 and IPv6, whereas NAT traversal is enabled for IPv4 only. See Table 39 on page 139 for a list of features supported for IPv4 or IPv6.

When a security function is supported over IPv4 but not over IPv6, the security feature is exercised when data is transmitted over the IPv4 transport. This is true whether the application uses AF\_INET or AF\_INET6 sockets. However, when an AF\_INET6 socket application communicates over the IPv6 transport, security features that are supported over IPv4 only are not exercised.

**Result:** For the same local application, some security features can be exercised when communicating by way of IPv4, but not when communicating by way of IPv6.

To avoid creating a potential security exposure, it is important to determine if any important security features are supported over IPv4 but not over IPv6 before

enabling AF\_INET6 on a given LPAR. If only a subset of applications uses such a security feature, then it is sufficient to ensure that those applications communicate only over the IPv4 transport.

To ensure that the IPv4 transport is used, the following methods are available:

- Verify that the application uses AF\_INET sockets. Applications that use AF\_INET sockets are able to communicate only by way of the IPv4 transport.
- Configure the application to bind to an IPv4 address. Applications that bind to an IPv4 address are able to communicate using the IPv4 transport only.
- Use the BIND parameter on the PORT statement to cause the application to bind to an IPv4 address.

---

## Support for scope information

Scope information defines an outbound routing interface. Scope information can be an interface name that you configure or an interface index value that z/OS assigns. The z/OS resolver supports the inclusion of scope information about host names or IPv6 addresses that are resolved using getaddrinfo; this support can also return scope information about host names that are resolved from IPv6 link-local addresses that are input using getnameinfo. Applications such as Ping, Traceroute, FTP, and others, use the z/OS resolver getaddrinfo and getnameinfo processing for resolving host name information and can use this scope information support when appropriate. Within z/OS, scope information is applicable only to IPv6 link-local addresses.

**Restriction:** Scope information that is specified for other IPv6 addresses, or for host names that resolve to other types of addresses, is ignored. Scope information that is appended to an IPv4 address is treated as an error.

This resolver capability can be useful in situations where locally attached devices (for instance, a router) are not yet fully configured and can be reached only using the link-local IPv6 address that is associated with the interface that connects this host to the device. It can also be useful if locally attached devices are malfunctioning or cannot be reached through normal routing mechanisms; diagnostic efforts are directed over a specific interface to the malfunctioning device. Finally, in installations that use static routing, scope information can be useful with applications such as FTP and Traceroute for identifying the correct interface to be used when a local IPv6 address is specified as the target address. For a list of z/OS applications that support use of scope information, see “Application support of scope information specified on host name or IP address” on page 136.

For details and restrictions about the z/OS resolver support for scope information about getaddrinfo and getnameinfo, see “Name and address resolution functions” on page 83.

For details about the interaction of scope information and advanced IPv6 socket options for specifying the outgoing interface, see “Options for specifying the outgoing interface” on page 123.

## Considerations for choosing interface name or interface index

The interface index for an interface is assigned by the stack during interface definition processing; the value remains constant until either the interface is deleted from the stack or the stack is stopped. The same interface can be assigned



a different interface index value when the stack is reactivated. Because of this, a constant value for the interface index for a given interface should not be assumed.

In a CINET environment, the interface index includes a stack identifier (known as the transport driver index). The transport driver index makes the interface index for an interface unique across the entire CINET environment, but reduces the predictability of the interface index value for an interface. Applications or users that provide scope information about host names should specify an interface name, instead of an interface index, for more predictable processing. This includes cases in which host names or IPv6 addresses are specified in a configuration file (such as the *userid.RHOSTS.DATA*) that is used to match against command input host names or IPv6 addresses, or against remote partner host names or IPv6 addresses. Host names or IPv6 addresses in this situation should also use the interface name, not the interface index, as the scope information that is coded on the host name or IPv6 address for matching purposes, because the z/OS resolver returns interface names by default on *getnameinfo* calls that involve scope information.

## Syntax for specifying scope information

Scope information is specified as part of host name information, in the form *host\_identifier%scope\_information*.

The following guidelines apply when specifying scope information:

- The *host\_identifier* value is the host name or IPv6 link-local address of the host. Because scope information applies only to IPv6 link-local addresses, and IPv6 link-local addresses are not guaranteed to be unique, DNS host names are not typically created for IPv6 link-local addresses. Scope information is typically used as an appendage to a specified IPv6 address but not to an actual host name.
- The percent (%) character is a delimiter between the host identifier portion and the scope portion of the input character string.
- The *scope\_information* value is the interface name or interface index used to identify the local outbound routing interface that is used with the *host\_identifier*. This value should be an interface name; the name has a maximum length of 16 characters in the z/OS environment. If an interface index is used instead of an interface name, it must be in decimal format, and it must include the transport driver index value when operating in a CINET environment. See the *SIOCGIFNAMEINDEX* ioctl function call information in *z/OS UNIX System Services Programming: Assembler Callable Services Reference* for information about interface index in a CINET environment.

The following examples show how to specify scope information:

- When the scope information is an interface name, specify:
  - ping fe80::9:47:100:112%*interfacename*
- When the scope information is an interface index, specify:
  - ping fe80::9:47:100:112%65541

The decimal value, 65541, represents the hexadecimal interface index value '00010005'x. The first halfword of the value (the transport driver index value) indicates which stack under CINET the interface belongs to. The second halfword contains the interface index value assigned by that stack to represent this interface.

The combined length of the *host\_identifier* value and the *scope\_information* cannot exceed 255 characters. This restriction applies to both values that are specified as

input and values that are received or displayed as output. If host names are used for IPv6 link-local addresses, assign host names such that the 255 character limitation, with scope information appended, is maintained. The getaddrinfo invocations fail for host names longer than 255 characters, and the getnameinfo invocations return truncated host name information if the resolved name (and scope) exceeds the 255 character maximum.

---

## Enabling IPv6 support

z/OS Communications Server can be run as an IPv4-only stack or as a dual-mode stack (IPv4 and IPv6). The BPXPRMxx parmlib member determines which mode is used. The following configurations are possible:

- INET IPv4 only
- INET IPv4/IPv6 dual-mode stack
- CINET IPv4 only
- CINET IPv4/IPv6 dual-mode stack

**Restriction:** After a stack has been started, you must stop and restart the stack to change the mode of the stack.

You can configure AF\_INET alone or both AF\_INET and AF\_INET6. Although coding AF\_INET6 alone is not prohibited, TCP/IP does not start because the master socket is AF\_INET and the call to open it fails.

### INET IPv4-only BPXPRMxx sample definition

IPv4-only stack support is defined by using one NETWORK statement (for AF\_INET) in the BPXPRMxx parmlib member. For example:

```
FILESYSTYPE Type(INET) Entrypoint(EZBPFINI)
NETWORK DOMAINNAME(AF_INET)
        DOMAINNUMBER(2)
        MAXSOCKETS(2000)
        TYPE(INET)
```

### INET IPv4/IPv6 dual-mode stack BPXPRMxx sample definition

Dual-mode stack support is defined by using two NETWORK statements (one for AF\_INET and one for AF\_INET6) in the BPXPRMxx parmlib member. For example:

```
FILESYSTYPE Type(INET) Entrypoint(EZBPFINI)
NETWORK DOMAINNAME(AF_INET)
        DOMAINNUMBER(2)
        MAXSOCKETS(2000)
        TYPE(INET)
NETWORK DOMAINNAME(AF_INET6)
        DOMAINNUMBER(19)
        MAXSOCKETS(3000)
        TYPE(INET)
```

Separate MAXSOCKETS values are supported. The IPv6 default is the IPv4 specified value.

### CINET IPv4-only BPXPRMxx sample definition

Multiple TCP/IP stacks in one MVS image or LPAR are supported only by using Common INET (CINET). Each TCP/IP stack is defined in the BPXPRMxx parmlib

member using a SUBFILESYSTYPE statement. These definitions are identical to what was used before IPv6 support. The following example shows the definitions for three IPv4-only stacks:

```
FILESYSTYPE TYPE(CINET) ENTRYPPOINT (BPXTCINT)
NETWORK DOMAINNAME(AF_INET)
    DOMAINNUMBER(2)
    MAXSOCKETS(2000)
    TYPE(CINET)
    INADDRANYPORT(20000)
    INADDRANYCOUNT(100)
SUBFILESYSTYPE NAME(TCPCS) TYPE(CINET) ENTRYPPOINT(EZBPFINI)
SUBFILESYSTYPE NAME(TCPCS2) TYPE(CINET) ENTRYPPOINT(EZBPFINI)
SUBFILESYSTYPE NAME(TCPCS3) TYPE(CINET) ENTRYPPOINT(EZBPFINI)
```

## CINET IPv4/IPv6 dual-mode stack BPXPRMxx sample definition

Dual-mode (IPv4/IPv6) stack support is defined by using two NETWORK statements in the BPXPRMxx member. Each TCP/IP stack is defined in the BPXPRMxx parmlib member by using a SUBFILESYSTYPE statement. All z/OS Communications Server stacks that are defined under the two NETWORK statements are dual-mode (IPv4/IPv6) stacks. The following example shows the definitions for three dual-mode stacks:

```
FILESYSTYPE TYPE(CINET) ENTRYPPOINT(BPXTTCINT)
NETWORK DOMAINNAME(AF_INET)
    DOMAINNUMBER(2)
    MAXSOCKETS(2000)
    TYPE(CINET)
    INADDRANYPORT(20000)
    INADDRANYCOUNT(100)
NETWORK DOMAINNAME(AF_INET6)
    DOMAINNUMBER(19)
    MAXSOCKETS(3000)
    TYPE(CINET)
SUBFILESYSTYPE NAME(TCPCS) TYPE(CINET) ENTRYPPOINT(EZBPFINI)
SUBFILESYSTYPE NAME(TCPCS2) TYPE(CINET) ENTRYPPOINT(EZBPFINI)
SUBFILESYSTYPE NAME(TCPCS3) TYPE(CINET) ENTRYPPOINT(EZBPFINI)
```

## TCP/IP profile configuration statements for configuring IPv6

IPv6 must be enabled before IPv6 addresses can be coded on the following configuration statements:

- BEGINROUTES
- DELETE PORT
- INTERFACE
- IPCONFIG6
- IPSEC
- OSAENTA
- PKTTRACE
- PORT
- VIPABACKUP
- VIPADefINE
- VIPADISTRIbUTE
- VIPARANGE
- VIPAROUTE

You need to be aware of the following configuration items when you are configuring IPv6:

- Use the BEGINROUTES statement to add static IPv6 routes to the IP routing table.
- You can still use DEVICE and LINK statements to define IPv4 interfaces on an IPv6-enabled stack. However, you cannot use DEVICE and LINK statements to define IPv6 interfaces. You must use the INTERFACE statement to define IPv6 interfaces.
- The SOURCEVIPA option of the IPCONFIG6 statement has a dependency on the INTERFACE statement. You must specify the SOURCEVIPAINTERFACE parameter on the INTERFACE statement for each interface on which you want SOURCEVIPA to take effect.

For more information about these statements, see *z/OS Communications Server: IP Configuration Reference*.

---

## Resolver processing

IPv6 support introduces several changes to how host name and IP address resolution is performed. These changes affect several areas of resolver processing, including:

- New resolver APIs are introduced for IPv6-enabled applications. For more information, see “Name and address resolution functions” on page 83.
- New DNS IPv6 AAAA records are defined in place of DNS IPv4 A records to represent hosts with IPv6 addresses, resulting in new network flows between resolvers and name servers.
- A new algorithm is defined to describe how a resolver needs to sort a list of IP addresses returned for a multihomed host. For more information, see “Default destination address selection” on page 42.
- New statements in the resolver configuration files are defined, and new search orders are implemented for local host tables processing.

## Resolver configuration

To avoid impacting existing IPv4 queries, the use of the `/etc/hosts`, `HOSTS.LOCAL`, `HOSTS.SITEINFO`, and `HOSTS.ADDINFO` files continues to be supported for IPv4 addresses only. The `HOSTS.SITEINFO` and `HOSTS.ADDRINFO` files continue to be generated from the `HOSTS.LOCAL` file by way of the `MAKESITE` utility.

`ETC.IPNODES` is a new local host file (in the style of `/etc/hosts`) that might contain both IPv4 and IPv6 addresses. IPv6 addresses can be defined in `ETC.IPNODES` only. The introduction of this file allows the administration of local host files to more closely resemble that of other TCP/IP platforms and eliminates the requirement of post-processing the files (specifically, `MAKESITE`).

The following new search order is used for selecting new `ETC.IPNODES` local host files for IPv6 searches in MVS and UNIX environments:

1. `GLOBALIPNODES`
2. `RESOLVER_IPNODES` environment variable (UNIX only)
3. `userid/jobname.ETC.IPNODES`
4. `hlq.ETC.IPNODES`
5. `DEFAULTIPNODES`
6. `/etc/ipnodes`

The IPv6 search order is simplified, but to minimize migration concerns, the IPv4 search order continues to be supported as in previous releases. The side effect of this is that, by default, you need to maintain two different local host files for your system. For example, IPv4 addresses in HOSTS.LOCAL, and IPv6 and IPv4 addresses in ETC.IPNODES.

An easier approach is to use the new COMMONSEARCH statement in the resolver setup file. By specifying COMMONSEARCH, you indicate that only the new IPv6 search order should be used, regardless of whether the search is for IPv6 or IPv4 resources. This means that only one file (ETC.IPNODES) has to be managed for the system, and that all the APIs use the same single file. The use of COMMONSEARCH reduces IPv6 and IPv4 searching to a single search order, and also reduces the UNIX and native MVS environments to a single search order.

For detailed information about search orders, see *z/OS Communications Server: IP Configuration Guide*.

### **IPv4-only configuration statements**

The TCPIP.DATA SORTLIST statement is used for sorting IPv4 addresses only; the default destination address selection algorithm is used to sort IPv6 addresses.

### **IPv6/IPv4 configuration statements**

Use the following statements for IPv6/IPv4 configuration:

#### **COMMONSEARCH/NOCOMMONSEARCH resolver setup statement**

Use these statements when a common local host file search order is to be used or not used. The COMMONSEARCH statement allows the same search order of local host files be used for an IPv4 or IPv6 query. It also allows the same search order to be used in both the native MVS and z/OS UNIX environments.

#### **DEFAULTIPNODES resolver setup statement**

Use this statement to specify the default local host file.

#### **GLOBALIPNODES resolver setup statement**

Use this statement to specify the global local host file.

#### **NAMESERVER/NSINTERADDR TCPIP.DATA statement**

Use this statement to specify the IPv4 or IPv6 address of a name server.

## **Resolver communications with the Domain Name System**

To retrieve IPv6 data from the correct name server, ensure that the resolver configuration data set points to name servers that can resolve the IPv6 queries. A resolver does not have to communicate with a name server over an IPv6 network in order to retrieve IPv6 Domain Name System (DNS) entries. The z/OS resolver can use IPv4, IPv6, or both to communicate with a name server.

IPv6 resource records are larger than IPv4 resource records; therefore, DNS response messages are larger for IPv6 resources than for IPv4 resources. If the number of resource records in a DNS response message is large, the response message from the name server might exceed 512 bytes of data. If more than 512 bytes of data is needed to send the message, the message is truncated to fit in 512 bytes of UDP packet data. The resolver then resends the request using TCP protocols so that the name server can send the entire response message.

To eliminate the performance costs associated with switching from UDP to TCP protocols, the z/OS resolver can use Extension mechanisms for DNS (EDNS0). EDNS0 uses UDP protocols to accept messages that are greater than 512 bytes, when the name server that sends the response messages also supports EDNS0. The z/OS resolver can accept up to 3072 bytes of DNS response message data in a single UDP packet. (If the name server does not support EDNS0, responses that are larger than 512 bytes in length are truncated and resent using TCP protocols.)

The resolver dynamically determines which name servers support EDNS0 processing and modifies the DNS requests that it sends to the name server. If a name server is upgraded to support EDNS0, the resolver discovers this upgrade dynamically. The length of time that the discovery process takes depends on the frequency with which DNS responses are truncated to use UDP protocols. You can issue the MODIFY REFRESH command to cause the resolver to discover the upgrade more quickly. See z/OS Communications Server: IP System Administrator's Commands for the syntax and description of the MODIFY REFRESH command.

---

## User exits

Several TCP/IP applications provide exit facilities that can be used for a variety of purposes. Several of these exits include IP addresses or SOCKADDR structures as part of the parameters passed to the exits.

The following exits are available to support IPv6 addresses or SOCKADDR structures:

- FTP - All FTP exits have been enhanced to support IPv6 addresses except for FTPSMFEX. Samples for these exits are provided in SEZAINST. See z/OS Communications Server: New Function Summary for more information about changes to these exits:
  - FTCHKCMD
  - FTCHKCM1
  - FTCHKCM2
  - FTCHKJES
  - FTCHKPWD
  - FTPOSTPA
  - FTPOSTPR
- The TSO remote execution server user exit - RXEXIT.

---

## Which applications started with inetd are IPv6 enabled?

The following z/OS UNIX applications support IPv6 addresses:

- Internet daemon (inetd) server
- Remote execution (orexecd) server
- Remote shell (orshd) server
- Telnet server (otelnetd)

## Modifying the inetd.conf file

You must modify the `inetd.conf` file to support the IPv6-enabled applications. The z/OS UNIX rsh server and Telnet server support Kerberos for IPv4 connections, but not for IPv6 connections.

## Procedure

In the `inetd.conf` file, specify `tcp6` for the protocol of the service name. For the z/OS UNIX servers to support IPv6 connections, you must specify this option in the `inetd.conf` file. When you specify `tcp6`, IPv4 clients are also supported.

---

## IPv6 and SMF records

Most of the TCP/IP SMF records currently contain IP addresses as part of their content. The data in these records is typically processed by programs, some of which are real-time SMF exits and others that post-process the SMF records after the records are created. The TCP/IP SMF type 119 record provides a standardized structure for all SMF records that TCP/IP provides. This structure includes a standard representation of IP addresses across all type 119 records, where IPv4 addresses are included in IPv4-mapped form and IPv6 addresses are included as is.

**Guideline:** The type 119 records constitute a superset of the older type 118 records in terms of data that is available. IPv6 users should migrate to the SMF 119 record.

Type 118 FTP client and server transfer completion records are generated for IPv6 connections. In this case, the FTP records use IP addresses of 255.255.255.255 to indicate that the address cannot be included. All other type 118 SMF records are not generated for IPv6 connections.

For more information about SMF records, see *z/OS Communications Server: IP Configuration Guide* and *z/OS Communications Server: IP Programmer's Guide and Reference*.

---

## IPv6 and the Policy Agent

The Policy Agent supports IPv6 in the following ways:

- Table 7 lists the policy types that support IPv6.
- IPv6 XCF addresses can be specified in a sysplex distributor environment.

*Table 7. IPv6 support for different policy types*

Policy type	IPv6 supported?
AT-TLS	Yes
IDS	Yes
IPSec	Yes
QoS	Yes
Routing	Yes

When IPv6 addresses are used in policies for a particular stack, as configured to Policy Agent by using the `TcpImage` configuration statement, the stack must be IPv6 enabled. IPv6 policy is installed but is not enforceable in a stack that is not IPv6 enabled. If the corresponding stack is recycled later with IPv6 enabled, all policies are read and parsed again, and any policies with IPv6 addresses are enforced.

The use of IPv6 addresses in QoS policies is problematic because IPv6 interfaces can be assigned multiple IP addresses. As a result, the only way to specify IPv6 interfaces in policies is by the interface name that is specified on the `INTERFACE`



statement. The interface name can also be used for IPv4 interfaces, as well as the IPv4 address. The name that is specified in the policies for IPv4 interfaces is the name that is specified on the LINK or INTERFACE statement in the TCP/IP profile. IPv6 interfaces can be specified for QoS policies and also for the SetSubnetPrioTosMask statement or LDAP object.

To support sysplex distributor policy performance monitoring, as specified by using the PolicyPerfMonitorForSDR configuration statement, the Policy Agent needs to establish TCP connections between the qosCollector threads that run on the distributing stacks and the qosListener threads that run on the target stacks. Depending on the sysplex configuration, either one or two connections between these threads are established. One connection is established for all target stacks that are configured for IPv4, and one connection is established for all target stacks that are configured for IPv6. Because a particular target can be configured for both IPv4 and IPv6, it is possible that two connections are established between a particular qosCollector and qosListener thread. When there are two connections, only information that is related to distributed IPv4 DVIPAs flows over the IPv4 connection, and likewise for the IPv6 connection.

---

## IPv6 and SNMP

The following SNMP components operate over IPv6 networks and handle IPv6-related management data.

- SNMP agent
- z/OS UNIX **snmp/osnmp** command
- Trap Forwarder daemon
- Distributed Protocol Interface (DPI)
- TN3270 Telnet subagent

**Requirement:** The TCP/IP stack on your system must support IPv6 networking to take advantage of the IPv6 support offered by these components. If your system does not support IPv6 networking, then these applications operate in IPv4 mode.

The TCP/IP subagent supports IPv6 management data in the following MIB modules:

- IF-MIB from RFC 2233 - Interface data
- IP-MIB from RFC 4293 - IP and ICMP data
- IP-FORWARD-MIB from RFC 4292 - Route data
- TCP-MIB from RFC 4022 - TCP connection data
- UDP-MIB from RFC 4113 - UDP endpoint data
- TCP/IP Enterprise-specific MIB (IBMTCP/IPMVS-MIB)

For more information about the TCP/IP subagent support, see z/OS Communications Server: IP System Administrator's Commands.

---

## Monitoring the IP network

This topic describes how IPv6 affects reports.

### IPv6 and Netstat

- To accommodate full IPv6 address information, Netstat reports were redesigned. If the TCP/IP stack is IPv6 enabled, reports are displayed in a different format



than with IPv4. This different format might affect applications that parse Netstat output. The same considerations apply to applications that use IP addresses in their automation because IP addresses now have a longer size. If the TCP/IP stack is not IPv6 enabled, the report format is changed only when the FORMAT LONG parameter is specified on the Netstat command or on the IPCONFIG statement in the TCP/IP profile.

- IPv6 statistic information is added to the Netstat STATS/-S report.
- Information regarding whether the stack is IPv6 enabled is added to the Netstat UP/-u report.
- For a server that opens an AF\_INET6 socket, binds to the IPv6 unspecified address (in6addr\_any), and does a socketopt with IPV6\_V6ONLY against the socket, the local address information in the connection-related reports contains the text (IPV6\_ONLY).

Netstat ALLCONN/-a example on an IPv6-enabled stack:

```
MVS TCP/IP NETSTAT CS V1R6          TCPIP NAME: TCPCS          17:40:36
User Id  Conn      State
-----  ----  -----
FTPABC1  00000021 Listen
  Local Socket:  0.0.0.0..21
  Foreign Socket: 0.0.0.0..0
FTPDV6   00000086 Listen
  Local Socket:  :::21 (IPV6_ONLY)
  Foreign Socket: :::0
```

For more detailed information, see z/OS Communications Server: IP System Administrator's Commands.

## Control of output format

When the stack is IPv6 enabled, the report output is displayed in the new format, which is referred to as long format.

To allow the stack to be configured for IPv4-only operation (not IPv6 enabled and short format displays), but still allow a developer who needs to modify programs that rely on Netstat output to update and test new versions of these programs with long format output from Netstat, the following output format control options are available:

### FORMAT SHORT

The output is displayed in the existing IPv4 format.

### FORMAT LONG

The output is displayed in the format which supports IPv6 addresses.

A stack-wide output format parameter (FORMAT SHORT/LONG) can be specified on the IPCONFIG profile statement. It instructs Netstat to produce output in one of these formats. FORMAT SHORT is applicable only when the stack is not IPv6 enabled.

In addition to the stack-wide FORMAT parameter, a Netstat command-line option FORMAT/-M with keyword SHORT/LONG is supported to override the stack-wide parameter. When a user specifies the Netstat command-line format option, it overrides the stack-wide format parameter on an IPv4-only stack.

## What is changed?

All Netstat reports were modified to support IPv6.

The following Netstat reports are added to display IPv6 information:

- Netstat ND/-n displays Neighbor Discovery cache information.
- Netstat DEFADDRT/-l displays the policy table for IPv6 default address selection.

**Guideline:** The Netstat GATE/-g report is not enhanced to support IPv6 routes. Netstat ROUTE/-r is the suggested alternative.

## IPv6 and Ping and Traceroute

Ping and Traceroute provide the following support for IPv6:

- You can use IPv6 IP addresses, or host names that resolve to IPv6 IP addresses, for destinations. The IP address or host name can include scope information, which directs the Ping and Tracerte commands to use the specific outbound interface identified by the appended scope information. See “Support for scope information” on page 60 for guidelines about using this mechanism.
- You can use IPv6 IP addresses as the source IP address for the command's outbound packets.
- IPv6 IP addresses or interface names can be used as the outbound interface. This is analogous to specifying scope information as part of the destination IP address or host name.
- You can specify the new ADDRTYPE/-A command option to indicate whether an IPv4 or IPv6 IP address should be returned from host name resolution.
- IPv4-mapped IPv6 IP addresses are not supported for any option value.

---

## Diagnosing problems with IPv6

This topic describes IPv6 problem diagnosis considerations.

### IPv6 and IPCS

IPv6 is supported for IPCS formatting for TCPIPCS dump analysis and for all CTRACE components. For more information about IPCS, see z/OS Communications Server: IP Diagnosis Guide.

### IPv6 and packet and data tracing

Packet trace, data trace, and OSA-Express Network Traffic Analyzer (OSAENTA) trace functions allow tracing of IPv6 addresses. For detailed information about trace functions, see z/OS Communications Server: IP Diagnosis Guide.

---

## Chapter 5. Configuration guidelines

This topic describes IPv6 configuration guidelines and contains the following subtopics:

- “Connecting to an IPv6 network”
- “Assigning IPv6 addresses” on page 72
- “Updating DNS definitions” on page 74
- “Using source VIPA” on page 74
- “Using dynamic or static routing to improve network selection” on page 75
- “Connecting to non-local IPv4 locations” on page 76
- “IPv6-only application access to IPv4-only application” on page 76

---

### Connecting to an IPv6 network

z/OS Communications Server TCP/IP supports direct attachment to IPv6 networks in the following ways:

#### **IPAQENET6 interface type**

TCP/IP attaches to an IPv6 LAN by way of OSA-Express in QDIO mode, using either Fast Ethernet or Gigabit Ethernet. A single physical LAN can carry both IPv4 and IPv6 packets over the same media. While the physical network is shared, from a logical view there are two separate LANs, one carrying IPv4 traffic and one carrying IPv6 traffic. A single OSA-Express port can be used to carry both IPv4 and IPv6 traffic simultaneously. TCP/IP supports three CHPID types for IPAQENET6 (OSD, OSX, and OSM). If your configuration includes OSX or OSM CHPID types, see the information about TCP/IP in an ensemble in z/OS Communications Server: IP Configuration Guide for additional considerations for these CHPID types.

#### **MPCPTP6 interface type**

TCP/IP can directly communicate with other IPv6 z/OS Communications Server TCP/IP images, using ESCON channel-to-channel adapters, XCF connectivity (if the stacks are in the same sysplex), or the IUTSAMEH facility (if the stacks are on the same LPAR).

#### **IPAQIDIO6 interface type**

TCP/IP can directly communicate with other IPv6 z/OS Communications Server TCP/IP images and Linux for System z images using HiperSockets connectivity. This applies only to stacks running on the same central processor complex and running on System z that supports IPv6 HiperSockets.

#### **IPCONFIG6 DYNAMICXCF**

IPCONFIG6 DYNAMICXCF provides HiperSockets connectivity if available, XCF connectivity (if the stacks are in the same sysplex), or the IUTSAMEH facility (if the stacks are on the same LPAR).

**Guideline:** All of these interface types can be used for LPAR-to-LPAR IPv6 communication, best performance is achieved by using the IPAQIDIO6 interface type (if both stacks meet the criteria previously listed). The performance of the other interface types varies with the speed of the underlying media.

For stack-to-stack communications within a single LPAR, the MPCPTP6 interface type (using IUTSAMEH) provides the best performance.

To transport IPv6 traffic to another host, z/OS TCP/IP must send traffic using native IPv6 packets. Note that when communicating with another IPv6 host, a router within the network might tunnel the IPv6 packet across an IPv4 network to a remote IPv6 LAN or host. However, z/OS Communications Server TCP/IP cannot be the tunnel endpoint, and the tunneling by an intermediate router is transparent to z/OS Communications Server TCP/IP.

---

## Assigning IPv6 addresses

When you are assigning IPv6 addresses, use the following guidelines.

### Defining the interface ID for physical interfaces

If you do not manually configure the interface ID, the system selects an interface ID by using one of the following values:

- A random value on an MPCPTP6 interface
- A value that is derived from the MAC address on an IPAQENET6 interface
- A value that is derived from the IQD CHPID on an IPAQIDIO6 interface

The interface ID is used to form the link-local address for the interface. The interface ID is also appended to any manually configured prefixes for the interface, to form complete IPv6 addresses on the interface. If you do not configure manual IP addresses on the interface, the interface ID is appended to any prefixes that are learned over this interface by way of router advertisements, to form public IPv6 addresses on the interface.

To simplify the configuration effort, let the system select the interface ID. However, controlling all IPv6 addresses that are assigned to a physical adapter might be useful if other IPv6 nodes need to define static routes to this host, or if you use IPv6 addresses in multilevel security policies.

### Use stateless address autoconfiguration for physical interfaces

IPv6 addresses for physical interfaces can be manually defined or can be automatically assigned by stateless address autoconfiguration. Use the stateless address autoconfiguration for this assignment. Using stateless address autoconfiguration reduces the amount of definition required to enable IPv6 support, while making future site renumbering easier.

### Use VIPAs

Using static VIPAs removes hardware as a single point of failure for connections being routed over the failed hardware. If you are not using dynamic routing, configure at least one static VIPA for each LAN to which z/OS Communications Server TCP/IP is connected. Each VIPA configured this way should be associated with all physical adapters connected to that same LAN.

**Requirement:** Static VIPAs must be manually configured; z/OS Communications Server TCP/IP does not support stateless address autoconfiguration for VIPAs.

Dynamic VIPAs (DVIPAs) can also be used in an IPV6 network. The decision to use DVIPAs in an IPv6 network is similar to the decision to use DVIPAs in an IPv4

network. For detailed information, see *z/OS Communications Server: IP Configuration Guide*.

## Selecting the network prefix

z/OS Communications Server TCP/IP does not perform duplicate address detection for VIPAs, because they are not assigned to a physical interface attached to the LAN.

**Guideline:** To avoid possible address collisions, the network prefix used for static VIPAs should be different from the network prefix used for physical interfaces (either manually configured or autoconfigured using stateless address autoconfiguration).

If either the IPv6 OSPF or IPv6 RIP dynamic routing protocol of OMPROUTE is being used, the network prefix for a static VIPA should not be the same as any prefix defined as on-link on a physical link. The VIPA can then be associated with interfaces attached to any physical link, thus enabling maximum redundancy. This association between VIPAs and interfaces attached to physical links is accomplished using the `SOURCEVIPINTERFACE` parameter of the `INTERFACE` statement for the interface attached to the physical link.

If IPv6 OSPF or IPv6 RIP dynamic routing protocol of OMPROUTE is not being used, the network prefix for a static VIPA should be selected from the set of prefixes which are advertised by way of router discovery by one or more routers attached to the LAN. The prefix should be advertised as on-link and not to be used for address autoconfiguration. By using an on-link prefix, hosts and routers attached to the LAN use neighbor discovery address resolution to obtain a link-layer address for the VIPA. z/OS Communications Server TCP/IP selects a link-layer address of an attached physical interface when responding to the query, and the attached host or router forwards the packet to z/OS Communications Server TCP/IP. This eliminates the need to define static routes for VIPAs at hosts and routers attached to the same LAN as z/OS Communications Server TCP/IP. By using a prefix that is not being used for address autoconfiguration, the network prefix is not used by hosts for autoconfiguring addresses for physical interfaces.

## Selecting the interface identifier

The VIPA interface identifier must be unique among all IP addresses that are created using the combination of network prefix and interface identifier. Any scheme can be used in generating the interface identifiers, as long as they are unique. By using a network prefix that is not used by stateless address autoconfiguration, it is necessary only to ensure the interface identifier is unique among all VIPAs that are sharing the same network prefix.

## Effects of site renumbering on static VIPAs

When renumbering a site, new network prefixes are assigned to subnetworks. The existing network prefixes are marked as deprecated, during which time either the new prefixes or the old, deprecated prefixes can be used. After some time period, the deprecated network prefixes are deleted, along with all IPv6 addresses which use the network prefix.

For autoconfigured addresses, this process is automatically managed by stateless address autoconfiguration algorithms. For manually defined addresses, including all VIPAs, the process must be managed manually. When a prefix is to be

deprecated, addresses that use the prefix should be deprecated using the INTERFACE DEPRADDR statement. After the prefix has expired, addresses that use the prefix should be deleted using the INTERFACE DELADDR statement.

---

## Updating DNS definitions

This topic describes considerations for updating DNS definitions.

### Including static VIPAs in DNS

Include static VIPAs in DNS, in both the forward and reverse zones. If VIPAs are used, it is unnecessary to include IPv6 addresses assigned to interfaces.

**Requirement:** IPv6 Enterprise Extender requires that host name resolution be used for the static VIPA. This host name resolution can be from a DNS or a local hosts file (/etc/ipnodes).

### Defining IPv4-only host names and IPv4/IPv6 host names

In general, IPv6 connectivity between two hosts is preferred over IPv4 connectivity. In many cases, IPv4 is used only if one of the nodes does not support IPv6. This can lead to undesirable paths in the network being used for communication between two hosts. For instance, when a native IPv6 path does not exist, data can be tunneled over the IPv4 network, even when a native IPv4 path exists.

This can lead to longer connection establishment to an AF\_INET application which resides on a dual-stack host. The client first attempts to connect using each IPv6 address defined for the dual-stack host before attempting to connect with IPv4. A well-behaved client cycles through all the addresses returned and ultimately, connects using IPv4. However, this takes both time and network resources to accomplish, and not all clients are well-behaved or bug-free.

To avoid undesirable tunneling and other potential problems, configure two host names in DNS. The existing host name can continue to be used for IPv4 connectivity to minimize disruption when connecting to unmodified AF\_INET server applications. A new host name can also be defined, for which both IPv4 and IPv6 can be configured. When connecting by using the old host name, AF\_INET6 clients connect by using IPv4. When connecting by using the new host name, AF\_INET6 clients attempt to connect by using IPv6 and, if that fails, fall back and connect by using IPv4.

Using two host names allows the client to choose the network path that is taken. The client can route over IPv6 when the destination application is IPv6 enabled and a native IPv6 path exists, or take an IPv4 path.

The use of distinct host names for IPv4 and IPv4/IPv6 addresses is not strictly required. A single host name can be used to resolve to both IPv4 and IPv6 addresses. In addition, the use of distinct host names is necessary only during the initial transition phase when native IPv6 connectivity does not exist and applications have not yet been enabled for IPv6. After both of these occur, a single host name can be used.

---

## Using source VIPA

Use a VIPA, either static or dynamic, as the source IP address on IPv6 hosts. When you use a VIPA, an IPv6 address can be resolved to a host name.

## Procedure

Define a VIPA to be used as the source IP address by using any of the following available configuration statements:

- SOURCEVIPAINIT parameter on the INTERFACE statement
- TCPSTACKSOURCEVIPA parameter on the IPCONFIG6 statement
- SRCIP statement

For more information about choosing an appropriate method for specifying a source VIPA, see *z/OS Communications Server: IP Configuration Guide*.

## Results

If you have also implemented the guidelines in “Updating DNS definitions” on page 74, an IPv6 address can be resolved to a host name.

---

## Using dynamic or static routing to improve network selection

You can use the IPv6 OSPF or IPv6 RIP dynamic routing protocol provided by the OMROUTE routing daemon to provide information about the IPv6 prefixes and hosts that can be accessed indirectly by way of adjacent routers. You can use IPv6 OSPF or IPv6 RIP, either alone or together with IPv6 router discovery, to provide complete routing information.

For routing considerations for interfaces that use the OSX CHPID type, see the information about OMROUTE considerations for the intraensemble data network in *z/OS Communications Server: IP Configuration Guide*.

When both of the following statements are true, only default routes are available for accessing hosts that are not on directly attached links:

- Neither the IPv6 OSPF dynamic routing protocol nor the IPv6 RIP dynamic routing protocol of OMROUTE is being used.
- Adjacent routers are not including indirect prefix routes (using the Route Information option as described in RFC 4191 *Default Router Preferences and More-Specific Routes*) in their router advertisement messages.

If the TCP/IP stack uses a non-optimal router when data is sent to one of these hosts, that router can send a redirect message that indicates a more optimal router for future use, as long as the more optimal router is on the same LAN as the original router.

When the TCP/IP stack is connected to multiple LANs, this processing might result in the following situations:

- A non-optimal router is used
- A router is used that cannot reach the final destination

For example, if the stack selects a router on one LAN, but the optimal router is on another LAN, the router on the first LAN cannot redirect the stack to the router that is on the second LAN. In this case, configure a static route so that the stack can initially select the optimal network path.

**Guidelines:** When you are defining static routes, use the following guidelines:

- Use subnet routes instead of host routes



Remote IP addresses are difficult to predict. When using extensions to stateless address autoconfiguration, some clients can change their IP addresses on a routine basis, such as once an hour or once a day. In addition, these addresses can be created using cryptographic algorithms, making it difficult to impossible to predict which IP address a client might use. Defining static host routes to be used when communicating with such a client is equally as difficult or impossible.

Instead of defining a host route, define subnet routes. The network prefixes used in generating IPv6 addresses are much more stable than the interface identifiers used by hosts, typically changing only when a site is renumbered.

- Use the link-local address of gateway router

When you are defining the gateway router for a static route, use the link-local address for the router. Link-local addresses do not change as the result of site renumbering, which minimizes potential updates to the static routes. This is required in order to honor and process an ICMPv6 redirect message.

- Effects of site renumbering on static routes

When a remote site is renumbered, new network prefixes are defined for the remote site and the old network prefixes are deprecated. After a time period, the old network prefixes are deleted.

A static route to a remote subnet should be created when a prefix is defined and should remain as long as the prefix is either preferred or deprecated. Only when the remote prefix is deleted should the static route be deleted.

---

## Connecting to non-local IPv4 locations

If native IPv6 connectivity does not exist between two IPv6 sites, IPv6 over IPv4 tunneling can be used to provide IPv6 connectivity to the two sites. z/OS Communications Server TCP/IP can make use of an IPv6 over IPv4 tunnel to send packets to a remote site, but cannot be used as a tunnel endpoint itself. Instead, an intermediate router which supports IPv6 over IPv4 tunneling must act as the tunnel endpoint.

See “Enabling IPv6 communication between IPv6 nodes or networks in an IPv4 environment” on page 47 for more information about IPv6 over IPv4 tunnels.

---

## IPv6-only application access to IPv4-only application

When an IPv6-only application needs to communicate with an IPv4-only host or application, some form of IPv6-to-IPv4 translation or application-layer gateway must occur. If needed, an outboard protocol translator or application-layer gateway component must be used, as z/OS Communications Server TCP/IP does not include such support. There are various technologies which can be used, such as NAT-PT or SOCKS64. See “Application layer gateways and protocol translation” on page 50 for more information.



## Chapter 6. API support

This topic describes API support and contains the following subtopics:

- “UNIX socket APIs” on page 78
- “Native TCP/IP socket APIs” on page 78

z/OS provides a versatile and diverse set of socket API libraries to support the various z/OS application environments. Figure 14 illustrates the relationship of the various z/OS socket APIs and the level of IPv6 present for each API.

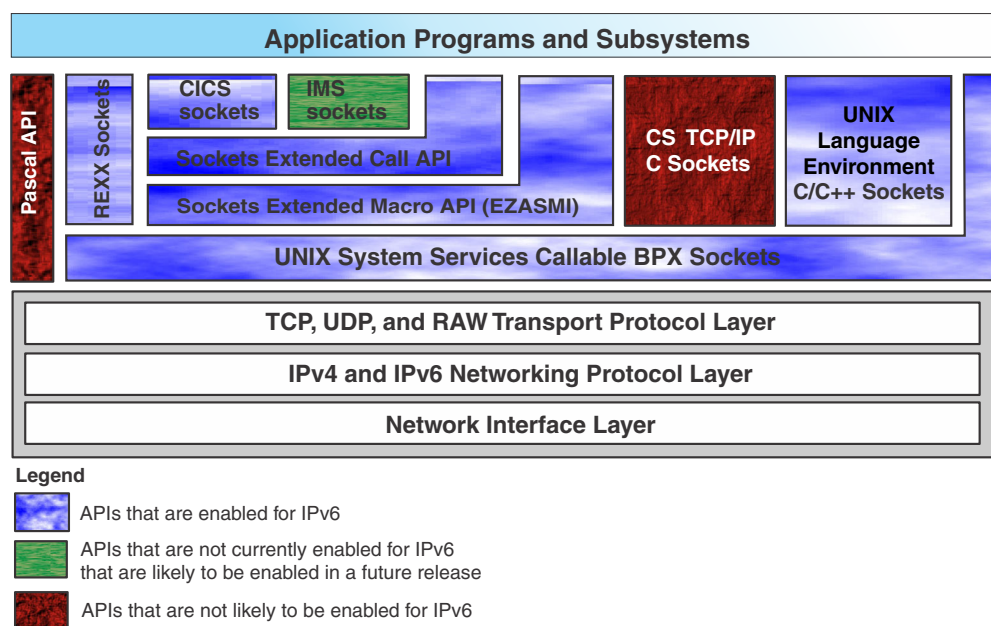


Figure 14. z/OS socket APIs

The following environments are the two main socket API execution environments in z/OS:

- UNIX [implemented by UNIX System Services (Language Environment®)]
- Native TCP/IP (implemented by TCP/IP in z/OS Communications Server)

There are several higher level C/C++ APIs that rely on the TCP/IP sockets for communications over an IP network, including the following APIs:

- Resource Reservation Setup Protocol API (RAPI)
- Sun and NCS Remote Procedure Call (RPC)
- X Window System and Motif
- X/Open Transport Interface (XTI)

These APIs do not support IPv6 communications.

**Guideline:** CICS® programs written to use the IP CICS C Sockets API must use the TCP/IP C headers. Include the following definition to expose the required IPv6 structures, macros, and definitions in the header files:

```
#define __CICS_IPV6
```

See z/OS Communications Server: IP CICS Sockets Guide for information about using the IP CICS C Sockets API.

---

## UNIX socket APIs

The UNIX socket APIs that support both IPv4 and IPv6 communications are z/OS UNIX Assembler Callable Services and z/OS C sockets.

### z/OS UNIX Assembler Callable Services

z/OS UNIX Assembler Callable Services is a generalized call-based interface to z/OS UNIX IP sockets programming. This API supports both IPv4 and IPv6 communications. It includes support for the basic IPv6 API features and for a subset of the advanced IPv6 API features. For more information, see z/OS UNIX System Services Programming: Assembler Callable Services Reference.

### z/OS C sockets

z/OS UNIX C sockets is used in the z/OS UNIX environment. Programmers use this API to create applications that conform to the POSIX or XPG4 standard (a UNIX specification). This API supports both IPv4 and IPv6 communications. It includes support for the basic IPv6 API features and for a subset of the advanced IPv6 API features. For more information about this API, see z/OS XL C/C++ Runtime Library Reference.

---

## Native TCP/IP socket APIs

The following TCP/IP Services APIs are included in this library.

- Sockets extended macro API
- Sockets extended call instruction API
- REXX sockets
- CICS sockets
- IMS<sup>™</sup> sockets
- Pascal API
- TCP/IP C/C++ Sockets

For more information about these APIs, excluding CICS, see z/OS Communications Server: IP Sockets Application Programming Interface Guide and Reference.

### Sockets Extended macro API

The Sockets Extended macro API is a generalized assembler macro-based interface to IP socket programming. It includes support for IPv4 and for the basic IPv6 socket API functions.

### Sockets Extended Call Instruction API

The Sockets Extended Call Instruction API is a generalized call-based interface to IP sockets programming. It includes support for IPv4 and for the basic IPv6 socket API functions.

## **REXX sockets**

The REXX sockets programming interface implements facilities for IP socket communication directly from REXX programs by way of an address rxsocket function. It includes support for IPv4 and for the basic IPv6 socket API functions.

## **CICS sockets**

Using the CICS socket interface, you can write CICS applications that act as clients or servers in a TCP/IP-based network. You can write applications in C language, using the C sockets programming interface, or in COBOL, PL/I, or assembler, using the Extended Sockets programming interface. This API supports TCP/IP communications over IPv4 and basic IPv6 socket API functions. For more information, see *z/OS Communications Server: IP CICS Sockets Guide*.

## **IMS sockets**

The Information Management System (IMS) socket interface supports development of client/server applications in which one part of the application executes on a TCP/IP-connected host and the other part runs as an IMS application program. The programming interface used by both application parts is the socket programming interface. This API currently supports TCP/IP communications over IPv4 only, but will probably support IPv6 communications in a future release. For more information, see *z/OS Communications Server: IP IMS Sockets Guide*.

## **Pascal API**

The Pascal socket application programming interface enables you to develop TCP/IP applications in the Pascal language. It supports only TCP/IP communications over IPv4. It is unlikely that this API will be enhanced to support IPv6 in the future. You are encouraged to migrate applications that use this API to one of the other socket APIs that are IPv6 enabled.

## **TCP/IP C/C++ sockets**

The C/C++ socket interface supports IPv4 socket function calls that can be invoked from C/C++ programs. This API is similar to the UNIX C socket API that is the recommended socket API for C/C++ application development on z/OS. The TCP/IP C/C++ sockets API will not be enhanced for IPv6 support. Consider migrating existing applications that will be enabled for IPv6 to the UNIX C socket API.



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## Chapter 7. Basic socket API extensions for IPv6

IPv4 addresses are 32 bits long, but IPv6 interfaces are identified by 128-bit addresses. The socket interface makes the size of an IP address visible to an application; virtually all TCP/IP applications using sockets have knowledge of the size of an IP address. Those parts of the API that expose the addresses must be changed to accommodate the larger IPv6 address size. IPv6 also introduces new features, some of which must be made visible to applications by way of the API.

This topic describes the basic extensions to the socket interface and new features of IPv6 as described in the Internet Engineering Task Force (IETF) RFC 3493, *Basic Socket Interface Extensions for IPv6*, and contains the following topics:

- “Design considerations”
- “Name and address resolution functions” on page 83
- “Interface identification” on page 90
- “Socket options to support IPv6” on page 91

**Note:** All examples in this topic are shown using UNIX Language Environment C; see z/OS XL C/C++ Runtime Library Reference for details.

---

### Design considerations

The two main programming tasks associated with IPv6 exploitation involve migrating existing application programs to support IPv6 and designing new programs for IPv6. In both cases, the changed or new code should be designed so that it is capable of using IPv4 or IPv6 addresses. Servers should be designed so that they can communicate with both IPv4 and IPv6 clients. Existing IPv4 client and server programs should continue to operate properly as long as only IPv4 connectivity is required between clients and servers.

The following topics describe key differences between IPv4 and IPv6.

**Requirement:** You must have a basic knowledge of IPv4 socket programming for clients and servers.

### Protocol families

IPv4 socket applications use a AF\_INET (equivalent to PF\_INET) protocol family. For IPv6, a new protocol family of AF\_INET6 (equivalent to PF\_INET6) has been defined. The protocol family is the first parameter to the socket() function that is used to obtain a socket descriptor. For most applications, an AF\_INET6 socket can be used to communicate with IPv4 and IPv6 clients.

### Address families

Most socket functions require a socket descriptor and a generic socket address structure called a sockaddr. The exact format of the sockaddr structure depends on the address family. For IPv4 sockets, the sockaddr structure is sockaddr\_in. For IPv6, the sockaddr structure sockaddr\_in6 is used.

The following socket functions have a sockaddr structure as one of their parameters:

```

bind()
connect()
sendmsg()
sendto()
accept()
recvfrom()
recvmsg()
getpeername()
getsockname()

```

The sockaddr structure that is used in these functions must be the proper structure for the socket family.

For IPv4 (AF\_INET), the sockaddr (sockaddr\_in) contains the information shown in Table 8.

*Table 8. sockaddr format for AF\_INET*

Description	Length	Contents
sockaddr length	1 byte	Not used, should be set to 0
family	1 byte	AF_INET
port	2 bytes	TCP or UDP port number
IP address	4 bytes	IPv4 IP address
reserved bytes	8 bytes	Not used

For IPv6 (AF\_INET6), the sockaddr (sockaddr\_in6) contains additional information. Also, note that the IP address for IPv6 is 16 bytes long instead of 4 bytes long as in IPv4.

*Table 9. sockaddr format for AF\_INET6*

Description	Length	Contents
sockaddr length	1 byte	Not used, should be set to 0
family	1 byte	AF_INET6
port	2 bytes	TCP or UDP port number (same as v4)
flowinfo	4 bytes	Flow information
IP address	16 bytes	IPv6 IP address
scope ID	4 bytes	Used to determine IP address scope

## Special IP addresses

Like IPv4, IPv6 also defines loopback and wildcard (INADDR\_ANY) addresses. The differences are shown in Table 10.

*Table 10. Special IP addresses*

	IPv4	IPv6
Loopback address	127.0.0.1	::1 (15 bytes of zeros, 1 byte of 1)
Wildcard address	0.0.0.0	:: (16 bytes of zeros)
Multicast address	224.0.0.1 - 239.255.255.255	See “Multicast IPv6 addresses” on page 14

---

## Name and address resolution functions

IPv6 introduces new APIs for the resolver function. These APIs allow applications to resolve host names to IP addresses and IP addresses to host names. The primary new APIs are `getaddrinfo`, `getnameinfo`, and `freeaddrinfo`. The APIs are designed to work with both IPv4 and IPv6 addressing. Consider use of these new APIs if an application is being designed for eventual use in an IPv6 environment.

How host name (`getaddrinfo`) or IP address (`getnameinfo`) resolution is done depends on the resolver specifications that are contained in the resolver setup files and `TCPIP.DATA` configuration files. These specifications determine whether the APIs query a name server first and then search the local host tables, whether the order is reversed, or even if one of the steps is eliminated. If the APIs have to search local host tables, the specifications also control which tables are accessed. For more information about resolver setup, see “Resolver configuration” on page 64.

### Protocol-independent node name and service name translation

The `getaddrinfo` function is considered a replacement for the existing `gethostbyname` and `getservbyname` APIs. The `getaddrinfo` function takes an input host name, an input service name, or both, and returns one or more `addrinfo` structures upon successful resolution. The `getaddrinfo` function also accepts a host name or service name in numerical form as input, and returns the same value in presentation form by using the `addrinfo` structure. An `addrinfo` structure contains the following output information:

- A pointer to a `sockaddr_in` or `sockaddr_in6` structure containing an IP address and service port. For IPv6 link-local addresses, the `sockaddr_in6` structure might contain the zone index, if scope information was provided as part of the input host name. See “Scope information about `getaddrinfo` calls” on page 88 for details.
- Length of `sockaddr` structure and family type (`AF_INET`, `AF_INET6`) of the `sockaddr` structure
- Socket type and protocol values usable with this `sockaddr` structure
- Pointer to canonical name associated with the input host name (applicable only in the first `addrinfo` structure)
- Pointer to next `addrinfo` structure (set to 0 in the last element of the chain)

The storage for the `addrinfo` structures is allocated by the resolver from the application's address space, and the application should use the `freeaddrinfo` API to release the `addrinfo` structures when the information is no longer required. The application should not manipulate the chain of `addrinfo` structures returned by way of `getaddrinfo`, but rather the application should simply return the entire chain, as received, to the resolver by way of `freeaddrinfo`.

In addition to `hostname` or `servicename`, one of which must be present on a valid `getaddrinfo` invocation, the application can specify additional input to the resolver on the `getaddrinfo` invocation. This input is optional, and if specified, is passed by way of an input `addrinfo` structure. The input settings include the following possibilities:

- Family type of `sockaddr` structure required on output.

- Socktype and protocol values for which the returned IP address and port number must work. This would be used primarily for cases where a service name was being resolved, as might typically have been done previously by way of `getservbyname`.
- Various input flag settings include the following settings:
  - `AI_ADDRCONFIG`
  - `AI_ALL`
  - `AI_CANONNAME`
  - `AI_NUMERICHOST`
  - `AI_NUMERICSERV`
  - `AI_PASSIVE`
  - `AI_V4MAPPED`

If no specific input from the application is provided, the resolver assumes that any `sockaddr` type (that is, both IPv4 and IPv6 addresses) is acceptable as output. Thus, by default, the resolver searches for both IPv6 and IPv4 addresses by way of DNS or by way of local host files (such as `/etc/hosts`). This searching might not always be the best choice for the application that issues `getaddrinfo`. By using the input fields, an application that issues `getaddrinfo()` can influence the processing that the resolver function provides for that request in the following ways:

- The application can specify that the `sockaddr` returned by `getaddrinfo` should be of family type `AF_INET`, `AF_INET6` or `AF_UNSPEC` (meaning either family type would be acceptable). For example, if `AF_INET` is specified, the resolver does not perform any searches for IPv6 addresses for *hostname*, because the output requested must be an IPv4 address.
- The application can specify that the following addresses are returned:
  - Both IPv6 and IPv4 addresses should be returned
  - IPv4 should be returned only if there are no IPv6 addresses resolved
  - Only IPv6 addresses should be returned
  - Only IPv4 addresses should be returned.

This information, indicated by the input combination of family type and the `AI_ALL` and `AI_V4MAPPED` flags, to a large extent controls the types of searches performed by the Resolver during the course of the processing.

- The application can specify that IPv6 addresses should be returned only when the system has IPv6 interfaces defined and can specify that IPv4 addresses should be returned only when IPv4 interfaces are defined. This preference, indicated by way of the `AI_ADDRCONFIG` flag, allows the application to eliminate resolution searches looking for addresses that cannot be used by the application.
- The application can specify whether the `sockaddr` returned should contain an address for passive (that is, the `INADDR_ANY` address) or active (that is, the loopback address) socket activation. This choice is indicated by way of the `AI_PASSIVE` flag, and is applicable only in the absence of an input *hostname* value.
- The application can specify that only translation from presentation to numeric format should be performed for *hostname*, or service name, or both. This option is indicated by setting the `AI_NUMERICHOST` flag (for *hostname*) or the `AI_NUMERICSERV` (for *servicename*) flag, which indicates that the associated input value must be in numeric format or the `getaddrinfo` request should be failed.



- The application can specify that only a given socktype or protocol value should be used for looking up the port number associated with the input servicename, or can request that all valid socktype types and protocols (TCP and UDP) be used for the getservbyname processing. This preference is indicated by way of the socktype and protocol settings.

With such a flexible interface, the application programmer must decide what inputs are reasonable for the capabilities of the application being created or modified.

Table 11 shows the two most likely application usages and the suggested getaddrinfo input settings that coincide with that functionality:

- IPv6-capable when the underlying system is IPv6 capable
- IPv4-capable only

Table 11. Getaddrinfo application capabilities 1

Application capabilities	Sockaddr family to request	Additional flags to set	Expected outputs
<b>(IPv4 only)</b> Application is pure IPv4 and cannot handle any IPv6 addresses.	AF_INET	AI_ADDRCONFIG	Getaddrinfo returns one or more addrinfo structures, each pointing to an IPv4 address saved in an AF_INET sockaddr. No addrinfo structures are returned if there are no IPv4 interfaces defined on the system. No searches of any kind are performed for IPv6 addresses as part of this request.
<b>(IPv6 capable)</b> Application wants all known addresses for hostname, in IPv6 format when the system supports IPv6, or in IPv4 format otherwise.	AF_UNSPEC	One of the following groups: <ul style="list-style-type: none"> <li>• AI_ADDRCONFIG and AI_ALL</li> <li>• AI_ADDRCONFIG, AI_V4MAPPED, and AI_ALL</li> </ul>	<p>Getaddrinfo returns one or more addrinfo structures, each pointing to a sockaddr structure. The sockaddrs consists of one of the following sets:</p> <ul style="list-style-type: none"> <li>• All AF_INET6 sockaddrs, containing IPv6 or mapped IPv4 addresses, if the system supports IPv6 processing (only when AI_V4MAPPED coded).</li> <li>• AF_INET6 sockaddrs, containing IPv6 addresses, and AF_INET sockaddrs, containing IPv4 addresses, if the system supports IPv6 processing (only when AI_V4MAPPED is NOT coded).</li> <li>• All AF_INET sockaddrs, containing IPv4 addresses, if the system does not support IPv6 processing.</li> </ul> <p>In all cases, the IPv6 addresses are returned only if there is an IPv6 interface defined on the system, and the IPv4 addresses are returned only if there is an IPv4 interface defined.</p>

An application with no interest in using IPv6 wants to use the first entry in Table 11; otherwise, if there is some interest in using IPv6 functionality, an application would achieve the greatest flexibility by using the second table entry. Using the IPv6 entry approach, the application places the burden of supplying a workable sockaddr structure on the Resolver logic. If IPv6 is supported on the system, the Resolver endeavors to return AF\_INET6 sockaddrs to the application; otherwise, the Resolver returns AF\_INET sockaddrs to the application. The choice of coding or not coding AI\_V4MAPPED in this situation depends on the

application's preference regarding receiving AF\_INET6 sockaddrs: the more the application wants to deal exclusively with AF\_INET6 sockaddrs, the more reason to code AI\_V4MAPPED.

Table 11 on page 85 should be sufficient for most application usages. However, there are other likely application capability models possible, and Table 12 provides some guidance on how to code the Getaddrinfo invocations for those applications.

*Table 12. Getaddrinfo application capabilities 2*

Application capabilities	Sockaddr family to request	Additional flags to set	Expected outputs
Application is pure IPv6 and cannot handle any mapped IPv4 addresses.	AF_INET6	AI_ADDRCONFIG	Getaddrinfo returns one or more addrinfo structures, each pointing to an IPv6 address saved in an AF_INET6 sockaddr. No addrinfo structure is returned if there are no IPv6 interfaces defined on the system. No searches of any kind are performed for IPv4 addresses as part of this request.
Application prefers IPv6 addresses, requires IPv6 address format, but can handle mapped IPv4 addresses if necessary.	AF_INET6	AI_ADDRCONFIG, AI_V4MAPPED	Getaddrinfo returns one or more addrinfo structures, each pointing to an AF_INET6 sockaddr. The addresses in the sockaddrs structure consist of one of the following sets: <ul style="list-style-type: none"> <li>• All IPv6 addresses, if there is an IPv6 interface defined on the system and IPv6 addresses exist for hostname</li> <li>• All mapped IPv4 addresses, if there were no IPv6 addresses to be returned for hostname and there was an IPv4 interface defined for the system</li> </ul>
Application prefers IPv6 addresses, but can handle native IPv4 addresses if necessary.	AF_UNSPEC	AI_ADDRCONFIG	Getaddrinfo returns one or more addrinfo structures, each pointing to a sockaddr structure. The sockaddrs consist of one of the following sets: <ul style="list-style-type: none"> <li>• All AF_INET6 sockaddrs that contain IPv6 addresses, if there is an IPv6 interface defined on the system and IPv6 addresses exist for hostname</li> <li>• All AF_INET sockaddrs that contain IPv4 addresses, if there were no IPv6 addresses to be returned for hostname and there was an IPv4 interface defined for the system</li> </ul>
Application wants all known addresses for hostname, in IPv6 format.	AF_INET6	AI_ADDRCONFIG, AI_V4MAPPED, AI_ALL	Getaddrinfo returns one or more addrinfo structures, each pointing to an AF_INET6 sockaddr. The addresses within the sockaddrs consist of all IPv6 addresses, if there is an IPv6 interface defined on the system, and mapped IPv4 addresses, if there is an IPv4 interface defined for the system, associated with hostname.

Table 12. *Getaddrinfo application capabilities 2 (continued)*

Application capabilities	Sockaddr family to request	Additional flags to set	Expected outputs
Application wants all known addresses for hostname, in native (IPv6 or IPv4) format.	AF_UNSPEC	AI_ADDRCONFIG, AI_ALL	Getaddrinfo returns one or more addrinfo structures, each pointing to a sockaddr structure. The sockaddr structures are a mixture of AF_INET6 sockaddrs (each containing an IPv6 address) and AF_INET sockaddrs (each containing an IPv4 address). The IPv6 addresses are returned only if there is an IPv6 interface defined on the system, and the IPv4 addresses are returned only if there was an IPv4 interface defined for the system.
Application wants all known addresses for hostname, regardless of system connectivity, in native format.	AF_UNSPEC	AI_ALL	Getaddrinfo returns one or more addrinfo structures, each pointing to a sockaddr structure. The sockaddr structures can be a mixture of AF_INET6 sockaddrs (each containing an IPv6 address) or AF_INET sockaddrs (each containing an IPv4 address), depending on the address resolution.
Default settings when IPv6 is enabled on the system.	AF_UNSPEC	NONE	Getaddrinfo returns one or more addrinfo structures, each pointing to a sockaddr structure. The sockaddrs consists of one of the following sets: <ul style="list-style-type: none"> <li>• All AF_INET6 sockaddrs, containing IPv6 addresses, if there is an IPv6 address defined for hostname in any queried domain name server or defined in a local hosts table. No searches for IPv4 addresses are performed for hostname.</li> <li>• All AF_INET sockaddrs, containing IPv4 addresses, if there are no IPv6 addresses found for hostname.</li> </ul> In either case, the actual availability of IPv6 or IPv4 interfaces on the system is not taken into consideration.
Default settings when IPv6 is not enabled on the system.	AF_UNSPEC	NONE	Getaddrinfo returns one or more addrinfo structures, each pointing to a sockaddr structure. The sockaddr structures can be a mixture of AF_INET6 sockaddrs (each containing an IPv6 address) or AF_INET sockaddrs (each containing an IPv4 address), depending on the address resolution performed. The actual availability of IPv6 or IPv4 interfaces on the system is not taken into consideration.

Regardless of the application model in use, and because output from `getaddrinfo` can be a chain of `addrinfo` structures, the application should attempt to use each address, in the order received, to open a socket and connect or send a datagram to the target host name until it is successful, versus simply using the first address and stopping if a failure is encountered.

The application is now responsible for freeing the storage (`addrinfo` and `sockaddr` structures, and so on) associated with the new resolver APIs. The new `freeaddrinfo` API should be used to free this storage. If the application neglects to perform this

step, the resolver cleans up the storage when the process ends, but storage constraints might occur before termination if a large number of `getaddrinfo` APIs are performed.

## Scope information about `getaddrinfo` calls

The `getaddrinfo` process accepts scope information as part of the input host name. Scope information is defined as an interface name or the interface index that uniquely identifies a specific interface to be used with a link-local IPv6 address (see “Interface identification” on page 90 for information about interface indexes). An application might need to pass scope information to the resolver so that the resulting `sockaddr_in6` structures have the appropriate zone index value set by the resolver. The zone index is determined using the `if_nametoindex()` function if the input scope information is an interface name, or it is determined by converting the input interface index value into binary form.

Scope information is provided in the format *hostname%scopeinformation*, where the scope information can be the interface name or an interface index. The combined *hostname%scopeinformation* cannot exceed 255 characters in length; if the information is longer, the request fails.

**Rules:** When `getaddrinfo` processes scope information the following rules apply:

- Scope information can be present only in the following cases:
  - The host name portion of the input is not null (for example, input that is not in the form *%scopeinformation*)
  - If a numeric form of host name is specified, the numeric form must represent an IPv6 address
- If scope information is specified as an interface name, the interface name must resolve to a zone index using the `if_nametoindex()` function.
- If scope information is specified as an interface index, the index must be valid for this system.

If any of these verification steps fail, the `getaddrinfo` request fails.

Zone indexes apply only to link-local IPv6 addresses in z/OS Communications Server. If the input host name specified by the application does not resolve to a link-local IPv6 address, any scope information provided as part of the host name is ignored.

See “Support for scope information” on page 60 for more general information about scope information in the z/OS Communications Server environment.

## Socket address structure to host name and service name

The `getnameinfo` call is a replacement for the existing `gethostbyaddr` and `getservbyport` APIs. The `getnameinfo` call takes an input IP address, an input port number, or both, and returns (when resolution is successful) the hostname or the service location. These parameters are passed in a `sockaddr` structure that also contains the address family.

For input link-local IPv6 addresses, the zone index value in the `sockaddr` structure is also used as an input by `getnameinfo` processing. The zone index value in this instance is returned as scope information that is appended to the output host name, using the format *hostname%scopeinformation*. The form of the scope information can be the numeric form of the zone index value or the interface name

associated with the zone index value, which is identified using the `if_indextoname()` function (see “Interface identification” on page 90 for details). The format of the scope information returned to the application as part of the hostname is determined by the flag, `NI_NUMERICSCOPE`, on the `getnameinfo()` call. The total length of the combined host name and scope information must be able to fit within the buffer passed by the application (up to a maximum buffer size of 255 characters in length), or the value is truncated to fit within the buffer.

In addition to IP address or port number, one of which must be present on a valid `getnameinfo` invocation, the application can specify more input to the Resolver on the `getnameinfo` invocation. This input is optional. The input settings include the following settings (various input flag settings can be specified):

#### **NI\_NOFQDN**

Specifies that only the host name portion of the fully qualified domain name (FQDN) is returned for local hosts.

#### **NI\_NUMERICHOST**

Specifies that the numeric form of the host name, its IP address, is returned instead of its name. No resolution takes place for the specified input if the `NI_NUMERICHOST` flag is on.

#### **NI\_NUMERICSERV**

Specifies that the numeric form of the service name, the port number, is returned instead of the service name. No resolution takes place for the specified input if the `NI_NUMERICSERV` flag is on.

#### **NI\_NAMEREQD**

Specifies that an error is returned if the host name cannot be located. (If `NI_NAMEREQD` is not specified, the numeric form of the host name, the IP address, is returned).

#### **NI\_DGRAM**

Specifies that the service is a datagram service (`SOCK_DGRAM`). The default behavior assumes that the service is a stream service.

#### **NI\_NUMERICSCOPE**

Specifies that the numeric form of the scope information, its interface index, appended to the host name, is returned instead of the interface name. If the input IP address was not a link-local address, or if the application did not request that the host name be returned as output, scope information is not returned, and the setting of `NI_NUMERICSCOPE` is ignored. If `NI_NUMERICSCOPE` is not specified, the default is to return the interface name when scope information is appended to the host name.

## **Address conversion functions**

IP addresses often need to be given to a socket application in character (string) format. It is also common for socket applications to need to display IP addresses in string format. The following functions work for IPv4 and IPv6 addresses:

#### **inet\_ntop**

Convert a binary IP address (either IPv4 or IPv6) into string format.

#### **inet\_pton**

Convert an IP address in string format to binary format.

The functions `inet_ntoa` and `inet_addr` are still available, but they cannot be used for IPv6 addresses.

Table 13. Address conversion functions

Function	z/OS UNIX Assembler Callable services	C/C++ using Language Environment	IP CICS C sockets	REXX	Socket Extended macro/call (includes CICS EZASOKET)
inet_pton	No	Yes	Yes	No	No
inet_ntop	No	Yes	Yes	No	No
PTON	No	No	No	No	Yes
NTOP	No	No	No	No	Yes

## Address testing macros

The macros listed in Table 14 can be used to test for special IPv6 addresses.

Table 14. Address testing macros

Macros	Assembler Callable services	C/C++ using Language Environment	IP CICS C sockets	REXX	Socket Extended macro/call (includes CICS EZASOKET)
IN6_IS_ADDR_UNSPECIFIED	No	Yes	Yes	No	No
IN6_IS_ADDR_LOOPBACK	No	Yes	Yes	No	No
IN6_IS_ADDR_MULTICAST	No	Yes	Yes	No	No
IN6_IS_ADDR_LINKLOCAL	No	Yes	Yes	No	No
IN6_IS_ADDR_V4MAPPED	No	Yes	Yes	No	No
IN6_IS_ADDR_V4COMPAT	No	Yes	Yes	No	No
IN6_IS_ADDR_MC_NODELOCAL	No	Yes	Yes	No	No
IN6_IS_ADDR_MC_LINKLOCAL	No	Yes	Yes	No	No
IN6_IS_ADDR_MC_SITELOCAL	No	Yes	Yes	No	No
IN6_IS_ADDR_MC_ORGLOCAL	No	Yes	Yes	No	No
IN6_IS_ADDR_MC_GLOBAL	No	Yes	Yes	No	No

The macros function in the following ways:

- The first six macros return true if the address is of the specified type, or false otherwise.
- The last five macros test the scope of a multicast address and return true if the address is a multicast address of the specified scope, or false if the address is either not a multicast address or not of the specified scope.
- IN6\_IS\_ADDR\_LINKLOCAL returns true only for IPv6 link-local unicast addresses, and therefore the IN6\_IS\_ADDR\_LINKLOCAL macro returns false for the IPv6 loopback address (::1). This macro does not return true for IPv6 multicast addresses of link-local scope.

## Interface identification

IPv6 interfaces can have many different IP addresses. IPv6 allows a socket application to specify an interface to use for sending data by specifying an interface index. Certain socket options allow specification of an interface index. Also, socket options for IPv6 multicast join group and IPv6 multicast leave group allow optional specification of an interface index.

The IPv6 resolver interface enables a socket application to specify interface index or interface name on getaddrinfo calls to initialize the zone index field in the sockaddr structure information for link-local IPv6 addresses. The getnameinfo calls return the interface index or interface name for input link-local IPv6 addresses when the sockaddr structure contains the zone index. See “Scope information about getaddrinfo calls” on page 88 for more information. Some z/OS applications use this resolver capability to enable users to include interface (or scope) information as part of host name or IPv6 address information passed to the resolver. See Table 15 for a list of the applications that support for this function.

The function if\_nameindex() allows socket applications to obtain a list of interface names and their corresponding indexes. The functions if\_nametoindex() and if\_indextoname() allow translation of an interface name to an interface index and translation of an interface index to an interface name. The function if\_freenameindex() is used to free dynamic storage allocated by the if\_nameindex() function.

For non-C/C++ (Language Environment applications), a new ioctl function code (SIOCGIFNAMEINDEX) is provided. Use Table 15 to determine which APIs support this new ioctl.

Table 15. Function calls

Function/IOCTL	z/OS UNIX Assembler Callable services	C/C++ using Language Environment	IP CICS C sockets	REXX	Socket Extended macro/call (includes CICS EZASOCKET)
if_nametoindex	No	Yes	Yes	No	No
if_indextoname	No	Yes	Yes	No	No
if_nameindex	No	Yes	Yes	No	No
SIOCGIFNAMEINDEX	Yes	No	No	Yes	Yes
if_freenameindex	No	Yes	Yes	No	No

## Socket options to support IPv6

A group of socket options is defined to support IPv6. These options are defined with a level of IPPROTO\_IPV6. The individual options begin with IPV6\_ or with MCAST\_.

**Restriction:** The options that begin with IPV6\_ are allowed only on AF\_INET6 sockets.

In most cases, an IPV6\_xxx option can be set on an AF\_INET6 socket that is using IPv4-mapped IPv6 addresses but have no effect. For example, the IPV6\_UNICAST\_HOPS socket option is used to set a hop limit value in the IPv6 header. Because IPv4 packets are used with IPv4-mapped IPv6 addresses, the hop limit value is not used.

**Guideline:** The Sockets Extended macro/call APIs do not use level as an input to getsockopt() and setsockopt(). However, other IPv6-enabled APIs do use level as input. For detailed information about setsockopt() and getsockopt() input and output, see the API-specific information.



Table 16. Socket options for `getsockopt()` and `setsockopt()`

Socket options <code>getsockopt()</code> <code>setsockopt()</code>	z/OS UNIX Assembler Callable services	C/C++ using Language Environment	IP CICS C sockets	REXX	Sockets Extended macro/call (includes CICS EZASOKET)
IPV6_ADDR_PREFERENCES	Yes	Yes	Yes	Yes	Yes
IPV6_UNICAST_HOPS	Yes	Yes	Yes	Yes	Yes
IPV6_MULTICAST_IF	Yes	Yes	Yes	Yes	Yes
IPV6_MULTICAST_LOOP	Yes	Yes	Yes	Yes	Yes
IPV6_MULTICAST_HOPS	Yes	Yes	Yes	Yes	Yes
IPV6_JOIN_GROUP	Yes	Yes	Yes	Yes	Yes
IPV6_LEAVE_GROUP	Yes	Yes	Yes	Yes	Yes
IPV6_V6ONLY	Yes	Yes	Yes	Yes	Yes
MCAST_BLOCK_SOURCE	Yes	Yes	Yes	Yes	Yes
MCAST_JOIN_GROUP	Yes	Yes	Yes	Yes	Yes
MCAST_JOIN_SOURCE_GROUP	Yes	Yes	Yes	Yes	Yes
MCAST_LEAVE_GROUP	Yes	Yes	Yes	Yes	Yes
MCAST_LEAVE_SOURCE_GROUP	Yes	Yes	Yes	Yes	Yes
MCAST_UNBLOCK_SOURCE	Yes	Yes	Yes	Yes	Yes

## Option to control sending of unicast packets

Use the following option to control sending of unicast packets:

### IPV6\_UNICAST\_HOPS

The IPv6 header contains a hop limit field that controls the number of hops over which a datagram can be sent before being discarded. This is similar to the TTL field in the IPv4 header. The `IPV6_UNICAST_HOPS` socket option can be used to set the default hop limit value for an outgoing unicast packet. The socket option value should be between 0 and 255 inclusive. A socket option value of -1 is used to clear the socket option. This causes the stack default to be used.

A `getsockopt()` with this option returns the value set by a `setsockopt()`. If a `setsockopt()` has not been performed, the stack's default value is returned.

The `HOPLIMIT` parameter on the `IPCONFIG6` statement influences the default hop limit when this socket option is not set. An application must be APF-authorized or have superuser authority to set this option to a value greater than the value of `HOPLIMIT` on the `IPCONFIG6` statement. See *z/OS Communications Server: IP Configuration Guide* for more information about the `IPCONFIG6` statement.

**Tip:** This function is similar to the IPv4 socket option `IP_TTL`.

## Options to control sending of multicast packets

These options allow an application to control certain features in the transmission of IPv6 multicast packets. These socket options do not have to be set to send multicast packets. Supplying a multicast address as the destination address is the only thing required to send an IPv6 multicast packet.

### IPV6\_MULTICAST\_IF

This socket option allows an application to control the outgoing interface used for a multicast packet. The socket option value is the interface index of the interface to be used.

A `getsockopt()` with this option returns the value set by `setsockopt()`. If a `setsockopt()` has not been done, the value 0 is returned.



**Tip:** This function is similar to the IPv4 socket option `IP_MULTICAST_IF`.

#### **IPV6\_MULTICAST\_HOPS**

The IPv6 header contains a hop limit field that controls the number of hops over which a datagram can be sent before being discarded. This is similar to the TTL field in the IPv4 header. The `IPV6_MULTICAST_HOPS` socket option can be used to set the default hop limit value for an outgoing multicast packet. The socket option value should be in the range 0 – 255. A socket option value of -1 is used to clear the socket option. This causes the default value 1 to be used.

A `getsockopt()` with this option returns the value set by a `setsockopt()`. If a `setsockopt()` has not been done, the default value 1 is returned.

The default value is 1. An application must be APF-authorized or have superuser authority to set this option to a value greater than the value of `HOPLIMIT` on the `IPCONFIG6` statement. See *z/OS Communications Server: IP Configuration Guide* for more information about the `IPCONFIG6` statement.

**Tip:** This function is similar to the IPv4 socket option `IP_MULTICAST_TTL`.

#### **IPV6\_MULTICAST\_LOOP**

When a multicast packet is sent, if the sender belongs to the multicast group to which the packet was sent, then this option controls whether the sender receives a copy of the packet. If this option is enabled, then the sender receives a copy of the packet. The socket option value should be 1 to enable the option, or 0 to disable the option.

A `getsockopt()` with this option returns the value set by a `setsockopt()`. If a `setsockopt()` has not been done, the default value of 1 (enabled) is returned.

**Tip:** This function is similar to the IPv4 socket option `IP_MULTICAST_LOOP`.

## **Options to control receiving of multicast packets**

Use the following options to control receiving of multicast packets:

#### **IPV6\_JOIN\_GROUP**

Enables an application to join a multicast group on a specific local interface. The socket option data specifies an IPv6 multicast address and an IPv6 interface index. IPv4-mapped IPv6 multicast addresses are not supported. If an interface index of 0 is specified, the stack selects a local interface. An application that wants to receive multicast packets destined for a multicast group needs to join that group. It is not necessary to join a multicast group to send multicast packets.

**Restriction:** `Getsockopt()` does not support this option.

**Tip:** This function is similar to the IPv4 socket option `IP_ADD_MEMBERSHIP`.

#### **IPV6\_LEAVE\_GROUP**

Enables an application to leave a multicast group it previously joined. The socket option data specifies an IPv6 multicast address and an IPv6 interface index. If an interface index of 0 is used to join a multicast group, an interface index of 0 must be used to leave the group.

**Restriction:** Getsockopt() does not support this option.

**Tip:** This function is similar to the IPv4 socket option IP\_DROP\_MEMBERSHIP.

#### **MCAST\_JOIN\_GROUP**

Enables an application to join a multicast group on a specific local interface. The socket option data specifies an IPv4 or IPv6 multicast address and an IPv4 or IPv6 interface index. IPv4-mapped IPv6 multicast addresses are not supported. If the interface index 0 is specified, the stack selects a local interface. An application that wants to receive multicast packets destined for a multicast group needs to join that group. An application does not need to join a multicast group to send multicast packets.

**Restriction:** Getsockopt() does not support this option.

**Tip:** This function is similar to the IPv4 socket option IP\_ADD\_MEMBERSHIP and the IPv6 socket option IPV6\_JOIN\_GROUP.

#### **MCAST\_BLOCK\_SOURCE**

Enables an application to exclude the reception of multicast packets from specified source IP addresses. This socket option is issued after an MCAST\_JOIN\_GROUP option has been issued.

**Restriction:** Getsockopt() does not support this option.

**Tip:** This function is similar to the IPv4 socket option IP\_BLOCK\_SOURCE.

#### **MCAST\_UNBLOCK\_SOURCE**

Enables an application to include the reception of multicast packets from previously excluded source IP addresses. This socket option is issued after the MCAST\_JOIN\_GROUP and the MCAST\_BLOCK\_SOURCE options have been issued.

**Restriction:** Getsockopt() does not support this option.

**Tip:** This function is similar to the IPv4 socket option IP\_UNBLOCK\_SOURCE.

#### **MCAST\_JOIN\_SOURCE\_GROUP**

Enables an application to join a multicast group on a specific local interface and for a specific source address. The socket option data specifies an IPv4 or IPv6 multicast address, an IPv4 or IPv6 interface index, and a single IPv4 or IPv6 source address. IPv4-mapped IPv6 multicast addresses and IPv4-mapped IPv6 source addresses are not supported. If the interface index 0 is specified, the stack selects a local interface. To receive multicast packets that are destined for a multicast group and that are from a particular source IP address, an application needs to join that group for the source address. An application does not need to join a multicast group to send multicast packets. MCAST\_JOIN\_SOURCE\_GROUP cannot be used with MCAST\_JOIN\_GROUP.

**Restriction:** Getsockopt() does not support this option.

**Tip:** This function is similar to the IPv4 socket option IP\_ADD\_SOURCE\_MEMBERSHIP.

### **MCAST\_LEAVE\_GROUP**

Enables an application to leave a multicast group that it previously joined or to leave all sources that joined for a multicast group. The socket option data specifies an IPv4 or IPv6 multicast address and an IPv4 or IPv6 interface index. If the interface index 0 was specified on the MCAST\_LEAVE\_GROUP option to join a multicast group, an interface index of 0 must be specified to leave the group.

**Restriction:** Getsockopt() does not support this option.

**Tip:** This function is similar to the IPv4 socket option IP\_DROP\_MEMBERSHIP.

### **MCAST\_LEAVE\_SOURCE\_GROUP**

Enables an application to leave a source multicast group that it previously joined. The socket option data specifies an IPv4 or IPv6 multicast address, an IPv4 or IPv6 interface index, and a single IPv4 or IPv6 source address. If the interface index 0 was specified on the MCAST\_JOIN\_SOURCE\_GROUP option to join a multicast group, an interface index 0 must be specified to leave the group. MCAST\_LEAVE\_SOURCE\_GROUP is used to leave the group that was joined by MCAST\_JOIN\_SOURCE\_GROUP.

**Restriction:** Getsockopt() does not support this option.

**Tip:** This function is similar to the IPv4 socket option IP\_DROP\_SOURCE\_MEMBERSHIP.

## **Socket option to control IPv4 and IPv6 communications**

Use the following option to control IPv4 and IPv6 communications:

### **IPV6\_V6ONLY**

An AF\_INET6 socket can be used for IPv6 communications, IPv4 communications, or a mix of IPv6 and IPv4 communications. The IPV6\_V6ONLY socket option allows an application to limit an AF\_INET6 socket to IPv6 communications only. A nonzero socket option value enables the option; a value of 0 disables the option.

A getsockopt() with this option returns the value set by a setsockopt(). If a setsockopt() has not been done, the default value of 0 (disabled) is returned.

If an application wants to enable this option, the setsockopt() must be set before binding the socket, connecting the socket, or sending data over the socket. This option cannot be changed (either enabled or disabled) after the socket has been bound. (An implicit bind is done for datagram sockets on connect or send operations if the socket is not already bound.)

## **Socket options for SOL\_SOCKET, IPPROTO\_TCP and IPPROTO\_IP levels**

Socket options at the SOL\_SOCKET and IPPROTO\_TCP levels are not dependent on the IP layer being used. They are supported for both AF\_INET and AF\_INET6 sockets.

Socket options at the IPPROTO\_IP level support IPv4. They are not supported on AF\_INET6 sockets.

Not all socket options at these levels are supported by all APIs. See API-specific information for specific socket options for support levels.

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## Chapter 8. Enabling an application for IPv6

This topic describes how to enable an application for IPv6 and contains the following topics:

- “Changes to enable IPv6 support”
- “Support for unmodified applications”

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### Changes to enable IPv6 support

Several coding changes are needed to enable an application for IPv6 communications. Chapter 7, “Basic socket API extensions for IPv6,” on page 81 describes the changes to the basic Socket APIs that most applications use. Chapter 9, “Advanced socket APIs,” on page 107 describes the changes to advanced functions (which are typically used by a small number of TCP/IP applications) of the socket APIs that facilitate IPv6 communications. The divisions in this topic describe some of the general considerations involved in enabling an application for IPv6. Note that while many of the examples and references in this topic assume the use of C/C++ sockets supported by the Language Environment, most of the concepts (unless explicitly noted) apply to the other Socket API libraries that support IPv6. For a more detailed description of the actual APIs, see Chapter 7, “Basic socket API extensions for IPv6,” on page 81 and Chapter 9, “Advanced socket APIs,” on page 107, and information for the specific API you are using.

**Guideline:** You should be familiar with IPv6 in general and IPv6 support on z/OS Communications Server.

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### Support for unmodified applications

During the transition period where networks, routers, and hosts are upgraded to support IPv6, it is expected that most IPv6-enabled hosts also continue to have IPv4 connectivity. This is accomplished with dual-mode stack support that allows a single TCP/IP protocol stack to support both IPv4 and IPv6 communications. TCP/IP on z/OS supports dual-mode stack operation. As a result, applications that are not IPv6 enabled continue to function over an IPv4 network, without any changes. However, at some point during the IPv6 deployment process, some IP hosts might have connectivity only to IPv6 networks or have a TCP/IP protocol stack that is capable of IPv6 communications only. You can enable IPv6-only hosts to communicate with IPv4-only applications as described in “Enabling IPv6 communication between IPv6 nodes or networks in an IPv4 environment” on page 47 and “Enabling end-to-end communication between IPv4 and IPv6 applications” on page 48. If you do not use these methods, an application needs to be enabled for IPv6 in order to allow for communications with IPv6-only hosts or applications.

### Application awareness of whether system is IPv6 enabled

A z/OS system might or might not be enabled for IPv6 communications. Enabling a z/OS system for IPv6 support requires explicit configuration by the system administrator to allow AF\_INET6 sockets to be created. As a result, an application cannot typically assume that IPv6 is enabled on the systems where the application is running. Some exceptions do exist. For example, applications can run on a limited number of systems that are known to be IPv6 enabled. However, in general, most applications that are being enhanced to support IPv6 must first

perform a runtime test to determine whether IPv6 is enabled on the system where they are executing. If the system is not enabled for IPv6, the application should proceed with its existing IPv4 logic. If the system is enabled for IPv6, the application can now use AF\_INET6 sockets and features to communicate with both IPv4 and IPv6 applications.

Determine if a system is enabled for IPv6 by attempting to create an AF\_INET6 socket. If this operation is successful, the application can assume that IPv6 is enabled. If the operation fails (with return code EAFNOSUPPORT) the application should revert to its IPv4 logic and create an AF\_INET socket.

*Table 17. Using socket() to determine IPv6 enablement*

Affected socket API call	Required changes
socket()	Specify AF_INET6 as the Address Family (or domain) parameter. This API call fails if the system is not enabled for IPv6.

The getaddrinfo() API is an alternative mechanism that can be used by TCP/IP client applications to determine whether IPv6 is enabled. This API is a replacement for the gethostbyname() API and is typically used by TCP/IP client programs to resolve a host name to an IP address. For example, a client application that receives the server application's host name or IP address (such as FTP) as input can invoke the getaddrinfo() function before opening up a socket with a selected set of options. This allows the application to receive a list of addrinfo structures (one for each IP address of the destination host) that contain the following information:

- The address family of the IP address (AF\_INET or AF\_INET6)
- A pointer to a socket address structure of the appropriate type (sockaddr\_in or sockaddr\_in6) that is fully initialized (including the IP address and Port fields)
- The length of the socket address structure

A client application can be coded with this information in a manner that allows it to be protocol-independent without having to perform specific runtime checks to determine whether IPv6 is enabled and without having to have dual-path logic (IPv4 versus IPv6). The following application is an example of this approach:

```

int
myconnect(char *hostname)
{
    struct addrinfo *res, *aip;
    struct addrinfo hints;
    char buf[INET6_ADDRSTRLEN];
    static char *servicename = "21";
    int sock = -1;
    int error;

    /* Initialize the hints structure for getaddrinfo() call.
       This application can deal with either IPv4 or IPv6 addresses.
       It relies on getaddrinfo to return the most appropriate IP address
       and socket address structure based on the current configuration */

    bzero(&hints, sizeof (hints));
    hints.ai_socktype = SOCK_STREAM; /* Interested in streams sockets
                                     only */
    /* Note that we are asking for all IP addresses to be returned (IPv4
       or IPv6) based on the system connectivity. Also, note that we
       would prefer all addresses to be returned in sockaddr_in6 format
       if the system is enabled for IPv6. In addition, we also specify
       a numeric port using AI_NUMERICSERV so that the returned socket
       address structures are primed with our port number. */

    hints.ai_flags = AI_ALL | AI_V4MAPPED | AI_ADDRCONFIG |
                     AI_NUMERICSERV;
    hints.ai_family = AF_UNSPEC;
    error = getaddrinfo(hostname, servicename, &hints, &res);
    if (error != 0) {
        (void) fprintf(stderr,
            "getaddrinfo: %s for host %s service %s\n",
            gai_strerror(error), hostname, servicename);
        return (-1);
    }
    for (aip = res; aip != NULL; aip = aip->ai_next) {
        /*
        * Loop through list of addresses returned, opening sockets
        * and attempting to connect() until successful. The
        * The address type depends on what getaddrinfo()
        * gave us.
        */
        sock = socket(aip->ai_family, aip->ai_socktype,
                     aip->ai_protocol);
        if (sock == -1) {
            printf("Socket failed:
                freeaddrinfo(res);
                return (-1);
            }
            /* Connect to the host. */
            if (connect(sock, aip->ai_addr, aip->ai_addrlen) == -1) {
                printf("Connect failed, errno=%d, errno2=%08x\n",
                    errno, __errno2());
                (void) close(sock);
                sock = -1;
                continue;
            }
            break;
        }
        freeaddrinfo(res);
        return (sock);
    }
}

```

*Figure 15. Example of protocol-independent client application*

When this example executes on a system where IPv6 is not enabled, only IPv4 addresses are returned in AF\_INET format (in sockaddr\_in structures). When this

identical example executes on an IPv6-enabled system, both IPv4 and IPv6 addresses are returned, and the IPv4 addresses are returned in IPv4-mapped IPv6 address format (in `sockaddr_in6` structures). Note that an `AF_INET6` socket can be used for the connection even when the address returned by `getaddrinfo()` is an IPv4-mapped IPv6 address.

## Socket address structure changes

As mentioned in Chapter 7, “Basic socket API extensions for IPv6,” on page 81, the socket address structure (`sockaddr`) is larger for IPv6 and has a slightly different format. This structure is passed as input or output on several socket API calls. The type of structure passed must match the address family of the socket being used on the socket API call. As a result, application changes are necessary. Table 18 describes the necessary changes:

*Table 18. sockaddr structure changes*

Affected Socket API calls	Required changes
<code>Bind()</code> , <code>connect()</code> , <code>sendmsg()</code> , <code>sendto()</code>	The length and type of <code>sockaddr</code> structure passed must match the address family of the socket being used (structure <code>sockaddr_in</code> or <code>sockaddr_in6</code> ).
<code>accept()</code> , <code>recvmsg()</code> , <code>recvfrom()</code> , <code>getpeername()</code> , <code>getsockname()</code>	The <code>sockaddr</code> structure passed needs to be sufficiently large for the address family of the socket being used on these APIs. Note that the larger <code>sockaddr_in6</code> structure can be passed even for <code>AF_INET</code> sockets. However, the application needs to be aware that the format of the <code>sockaddr</code> structure returned depends on the address family of the input socket.
z/OS UNIX System Services BPX1SRX (Send/Recv CSM buffers using sockets)	The length and type of <code>sockaddr</code> structure passed must match the address family of the socket being used (structure <code>sockaddr_in</code> or <code>sockaddr_in6</code> ).

## Address conversion functions

Because IPv6 and IPv4 addresses have a different format and size, changes are required when formatting these addresses for presentation purposes. Two utility functions have been introduced for a selected set of socket APIs to help applications perform this processing. A formatted IPv6 address uses significantly more space than a formatted IPv4 address (46 bytes versus 16 bytes) and this might affect the layout of any messages and displays that include an IP address.

*Table 19. Address conversion function changes*

Affected API call	Required changes
Translating an IP address from numeric form to presentation form using <code>inet_ntoa()</code>	Convert to use <code>inet_ntop()</code> function. This function can be used for both IPv4 and IPv6 addresses.
Translating a presentation form IP address to numeric form using <code>inet_addr()</code>	Convert to use <code>inet_pton()</code> function. This function can be used for both IPv4 and IPv6 addresses.

## Resolver API processing

TCP/IP applications typically need to resolve a host name to an IP address and sometimes need to resolve an IP address to a host name. Applications perform this processing by invoking resolver APIs, such as `gethostbyname()` and `gethostbyaddr()`. A new set of resolver APIs was introduced to support IPv6. Applications that currently use resolver APIs need to be modified to use the new



APIs in order to be enabled for IPv6. The older resolver APIs continue to be supported for IPv4 communications. For more information about resolver APIs, see “Name and address resolution functions” on page 83.

*Table 20. Resolver API changes*

Affected API call	Required changes
gethostbyname()	Use new getaddrinfo() API. This API can be used even if the system is not IPv6 enabled. Note that the freeaddrinfo() API needs to be issued to free up storage areas returned by the getaddrinfo() API.
gethostbyaddr()	Use the new getnameinfo() API. This API can also be used on a system that is not IPv6 enabled.

## Special IPv6 addresses

IPv4 provides two IP addresses that have the following special meaning in the context of socket programs:

- The Loopback Address, typically 127.0.0.1, allows applications to connect() to or send datagrams to other applications on the same host.
- The INADDR\_ANY address (0.0.0.0) allows TCP/IP server applications that specify it on a bind() call to accept incoming connections or datagrams across any network interface configured on the local host.

The concept of these special IPv4 addresses is also available in IPv6. The changes are described in Table 21.

*Table 21. Special IPv6 address changes*

Socket API calls	Required changes
Binding a socket to the IPv4 wildcard address (INADDR_ANY - 0.0.0.0)	Specify the unspecified IPv6 address (in6addr_any), (::), in the sockaddr_in6 structure.
Using LOOPBACK (127.0.0.1) on bind(), connect(), sendto(), sendmsg()	Specify IPv6 Loopback address (::1) in the sockaddr_in6 structure.

See Chapter 7, “Basic socket API extensions for IPv6,” on page 81 for details about any constant definitions available for these special IPv6 addresses and the socket API that you are using.

## Passing ownership of sockets across applications using givesocket and takesocket APIs

If your application is using the givesocket() and takesocket() APIs to pass ownership of a socket from one program to another, some changes are necessary for IPv6 enablement. The givesocket() and takesocket() APIs now support an address family of AF\_INET6 for the socket being given or taken. The address family specified by the program performing the takesocket() must match the address family specified by the program that performed the givesocket(). As a result, care should be taken in coordinating the updates for IPv6 support across the partner applications performing givesocket and takesocket processing.

*Table 22. givesocket() and takesocket() changes*

Affected API call	Required changes
givesocket()	Specify AF_INET6 (Decimal 19) as the domain when giving an AF_INET6 socket.

Table 22. *givesocket()* and *takesocket()* changes (continued)

Affected API call	Required changes
getclientid()	Specify AF_INET6 as the domain when dealing with an AF_INET6 socket.
takesocket()	Specify AF_INET6 as the domain when taking an AF_INET6 socket.

## Using multicast and IPv6

IPv6 provides enhanced support for multicast applications, including a more granular scope for multicast addressing and socket options that enable an application to use this support. Table 23 lists IPv4 multicast *setsockopt()* and *getsockopt()* options, the equivalent IPv6 multicast options, and protocol-independent multicast options.

Table 23. *Multicast options*

Multicast function	IPv4	IPv6	Protocol-independent
Level of specified option on <i>setsockopt()</i> / <i>getsockopt()</i>	IPPROTO_IP	IPPROTO_IPV6	IPPROTO_IP or IPPROTO_IPV6
Join a multicast group	IP_ADD_MEMBERSHIP	IPv6_JOIN_GROUP	MCAST_JOIN_GROUP
Leave a multicast group or leave all sources of that multicast group	IP_DROP_MEMBERSHIP	IPv6_LEAVE_GROUP	MCAST_LEAVE_GROUP
Select outbound interface for sending multicast datagrams	IP_MULTICAST_IF	IPv6_MULTICAST_IF	NA
Set maximum hop count	IP_MULTICAST_TTL	IPv6_MULTICAST_HOPS	NA
Enable multicast loopback	IP_MULTICAST_LOOP	IPv6_MULTICAST_LOOP	NA
Join a source multicast group	IP_ADD_SOURCE_MEMBERSHIP	NA	MCAST_JOIN_SOURCE_GROUP
Leave a source multicast group	IP_DROP_SOURCE_MEMBERSHIP	NA	MCAST_LEAVE_SOURCE_GROUP
Block data from a source to a multicast group	IP_BLOCK_SOURCE	NA	MCAST_BLOCK_SOURCE
Unblock a previously blocked source for a multicast group	IP_UNBLOCK_SOURCE	NA	MCAST_UNBLOCK_SOURCE

In addition to the changes in the *setsockopt()* and *getsockopt()* options, the input and output parameters specified for these options are also changed when compared to IPv4. For example, selecting an outgoing interface for sending multicast IPv6 datagram involves passing an interface index that identifies the interface versus passing the IP address of the interface. For a detailed description of the IPv6 multicast options see “Options to control sending of multicast packets” on page 92.

An important consideration in updating your multicast application for IPv6 is how these changes are provided to the other partner applications participating in these multicast operations. For example, if a partner application in the network that is receiving these multicast packets is not updated, then the application sending the multicast datagrams might need to send them twice, once to an IPv4 multicast address and once to an IPv6 multicast address. Also, in order to perform this type

of processing the application needs to create two separate sockets, an AF\_INET socket and a AF\_INET6 socket. There is no support equivalent to IPv4-mapped IPv6 addresses that would allow an AF\_INET6 socket to be used in sending IPv4 multicast packets. As an alternative solution, first enable all the receiver applications for IPv6 and then enable the sender applications.

## IP addresses might not be permanent

Long-term use of an address is discouraged as IPv6 allows for IP addresses to be dynamically renumbered. Applications should rely on DNS resolvers to cache the appropriate IP addresses and should avoid having IP addresses in configuration files.

## Including IP addresses in the data stream

Applications that include IP addresses in the data they transmit over TCP/IP require changes when enabling for IPv6, as the IPv6 addresses have a different format from IPv4 addresses. The following options can be considered in dealing with these changes:

- Determine whether IP addresses are needed in the data exchanged by the applications.
- Change the partner applications processing to always send IP addresses encoded using IPv6 format. In the case where IPv4 addresses are being used, they can be represented as IPv4-mapped IPv6 addresses.
- Include a version identifier that describes the format of the IP address being sent (IPv4 or IPv6).
- Modify applications to use host names instead of IP addresses in the data stream. This approach requires that the partner receiving the host name is able to resolve it to an IP address. Also note that a single IP host can have multiple IP addresses.
- In many cases, you might not be able to change all partner applications in your network at the same time. As a result, determining the type of IP address to send is a key consideration. Consider the following options when making this decision:
  - Determine the level of support when the connection is established by exchanging version or supported functions.
  - Encode the IPv6 addresses using new options. If the option is rejected by the peer, then it does not support IPv6.
  - Base the decision on the partner application's IP address. If the partner's source IP address is an IPv4 address, use only IPv4 addresses; otherwise, use an IPv6 address. This option can cause an IPv6-enabled partner application to be treated as an IPv4 partner if that application uses an IPv4-mapped IPv6 address to connect.

## Example of an IPv4 TCP server program

The following example shows a simple IPv4 TCP server program written in C. The program opens a TCP socket, binds it to port 5000, and then performs a listen() followed by an accept() call. When a connection is accepted the server sends a Hello text string back to the client and closes the socket. This sample program is later shown with the changes required to make it IPv6 enabled.

```
/* simpleserver.c
   A very simple TCP socket server
*/
#include <sys/socket.h>
#include <netinet/in.h>
```

```

#include <arpa/inet.h>
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
int main(int argc,const char **argv)
{
    int serverPort = 5000;
    int rc;
    struct sockaddr_in serverSa;
    struct sockaddr_in clientSa;
    int clientSaSize;
    int on = 1;
    int c;
    int s = socket(PF_INET,SOCK_STREAM,0);
    rc = setsockopt(s,SOL_SOCKET,SO_REUSEADDR,&on,sizeof on);
    /* initialize the server's sockaddr */
    memset(&serverSa,0,sizeof(serverSa));
    serverSa.sin_family = AF_INET;
    serverSa.sin_addr.s_addr = htonl(INADDR_ANY);
    serverSa.sin_port = htons(serverPort);
    rc = bind(s,(struct sockaddr *)&serverSa,sizeof(serverSa));
    if (rc < 0)
    {
        perror("bind failed");
        exit(1);
    }
    rc = listen(s,10);
    if (rc < 0)
    {
        perror("listen failed");
        exit(1);
    }
    rc = accept(s,(struct sockaddr *)&clientSa,&clientSaSize);
    if (rc < 0)
    {
        perror("accept failed");
        exit(1);
    }
    printf("Client address is:
    c = rc;
    rc = write(c,"hello\n",6);
    close (s);
    close (c);
    return 0;
}

```

## Example of the simple TCP server program enabled for IPv6

The simple TCP server program is shown with the changes that are required to allow it to accept connections from IPv6 clients.

```

/*
    A very simple TCP socket server for v4 or v6
*/
#include <sys/socket.h>
#include <netinet/in.h>
#include <arpa/inet.h>
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
#include <string.h>
int main(int argc,const char **argv)
{
    int serverPort = 5000;
    int rc;
    union {
        struct sockaddr_in sin;

```

```

    struct sockaddr_in6 sin6;
} serverSa;
union {
    struct sockaddr_in sin;
    struct sockaddr_in6 sin6;
} clientSa;

int clientSaSize = sizeof(clientSa);
int on = 1;
int family;
socklen_t serverSaSize;
int c;
char buf[INET6_ADDRSTRLEN];

int s = socket(PF_INET6, SOCK_STREAM, 0);
if (s < 0)
{
    fprintf(stderr, "IPv6 not active, falling back to IPv4...\n");
    s = socket(PF_INET, SOCK_STREAM, 0);
    if (s < 0)
    {
        perror("socket failed");
        exit (1);
    }
    family = AF_INET;
    serverSaSize = sizeof(struct sockaddr_in);
}
else /* got a v6 socket */
{
    family = AF_INET6;
    serverSaSize = sizeof(struct sockaddr_in6);
}
printf("socket descriptor is
rc = setsockopt(s, SOL_SOCKET, SO_REUSEADDR, &on, sizeof on);

/* initialize the server's sockaddr */
memset(&serverSa, 0, sizeof(serverSa));
switch(family)
{
    case AF_INET:
        serverSa.sin.sin_family = AF_INET;
        serverSa.sin.sin_addr.s_addr = htonl(INADDR_ANY);
        serverSa.sin.sin_port = htons(serverPort);
        break;
    case AF_INET6:
        serverSa.sin6.sin6_family = AF_INET6;
        serverSa.sin6.sin6_addr = in6addr_any;
        serverSa.sin6.sin6_port = htons(serverPort);
}

rc = bind(s, (struct sockaddr *)&serverSa, serverSaSize);
if (rc < 0)
{
    perror("bind failed");
    exit(1);
}
rc = listen(s, 10);
if (rc < 0)
{
    perror("listen failed");
    exit(1);
}
rc = accept(s, (struct sockaddr *)&clientSa, &clientSaSize);
if (rc < 0)
{
    perror("accept failed");
    exit(1);
}

```

```

c = rc;
printf("Client address is: %s\n",
       inet_ntop(clientSa.sin.sin_family,
                 clientSa.sin.sin_family == AF_INET
                 ? &clientSa.sin.sin_addr
                 : &clientSa.sin6.sin6_addr,
                 buf, sizeof(buf)));

if(clientSa.sin.sin_family == AF_INET6
    && ! IN6_IS_ADDR_V4MAPPED(&clientSa.sin6.sin6_addr))
    printf("Client is v6\n");
else
    printf("Client is v4\n");

rc = write(c,"hello\n",6);
close (s);
close (c);
return 0;
}

```

---

## Chapter 9. Advanced socket APIs

This topic describes the advanced socket APIs and includes the following topics:

- “Controlling the content of the IPv6 packet header”
- “Using ancillary data on `sendmsg()` and `recvmsg()`” on page 120
- “Interactions between socket options and ancillary data” on page 122
- “RAW sockets” on page 123

Before using advanced socket APIs in a multilevel security environment, see *z/OS Communications Server: IP Configuration Guide*. The advanced socket API for IPv6 support includes:

- IPv6 RAW socket support
- New socket options
- New ancillary data objects on `sendmsg/recvmsg`
- The ability to receive inbound packet information, including:
  - Arriving interface index
  - Destination IP address
  - Hop limit
  - Routing headers
  - Hop-by-hop options
  - Destination options
  - Traffic class by way of ancillary data
- The ability to set outgoing packet information, including:
  - Interface to use
  - Source IP address
  - Hop limit
  - Next hop address
  - Routing headers
  - Hop-by-hop options
  - Destination option
  - Traffic class ( This can be set by socket options or ancillary data with some restrictions.)

*z/OS UNIX C/C++* and *z/OS UNIX Assembler Callable APIs* support the advanced socket API for IPv6. The advanced socket API for IPv6 is not implemented in native TCP/IP socket APIs.

To obtain structure and length information that is related to the IPv6 advanced socket APIs, see <http://tools.ietf.org/html/rfc3542>.

---

### Controlling the content of the IPv6 packet header

This topic contains information about socket options and how to control the content of the IPv6 packet header.

## Socket options and ancillary data to support IPv6 (IPPROTO\_IPV6 level)

An application can use socket options to enable or disable a function for a socket. An application can also provide a value to be used for a function with a socket option. After an option is enabled, it remains in effect for the socket until it is disabled.

An application can also use ancillary data on the `sendmsg()` API to enable a function or provide a value for the packet being sent by way of `sendmsg()`. The value of the ancillary data is in effect for that packet only. Note that the value of the ancillary data can override a socket option value. For a detailed explanation of ancillary data, see “Using ancillary data on `sendmsg()` and `recvmsg()`” on page 120.

An application can also receive ancillary data on the `recvmsg()` API. The returned ancillary data is enabled for any socket options that return data on `recvmsg`.

A group of advanced socket options and ancillary data is defined to support IPv6. They are defined with a level of `IPPROTO_IPV6` or `IPPROTO_ICMPV6`. The individual options begin with `IPV6_` and `ICMP6_`. These options are allowed on `AF_INET6` sockets only. In most cases, these options can be set on an `AF_INET6` socket that is using IPv4-mapped IPv6 addresses, but have no effect. For example, the `IPV6_HOPLIMIT` ancillary data option is used to set a hop limit value in the IPv6 header. Because IPv4 packets are used with IPv4-mapped IPv6 addresses, the hop limit value is not used. The following options are the only advanced socket options that have an effect on an `AF_INET6` socket that is using IPv4-mapped IPv6 addresses:

- `IPV6_PKTINFO`
- `IPV6_RECVPKTINFO`
- `IPV6_TCLASS`
- `IPV6_RECVTCLASS`

Table 24. Sockets options at the `IPPROTO_IPV6` level

Socket options <code>getsockopt()</code> <code>setsockopt()</code>	z/OS UNIX Assembler Callable Services	C/C++ using Language Environment	REXX	Communications Server Sockets Extended macro/call
<code>IPV6_CHECKSUM</code>	Y	Y	N	N
<code>IPV6_DONTFRAG</code>	Y	Y	N	N
<code>IPV6_DSTOPTS</code>	Y	Y	N	N
<code>IPV6_HOPOPTS</code>	Y	Y	N	N
<code>IPV6_NEXTHOP</code>	Y	Y	N	N
<code>IPV6_PATHMTU</code> [valid only on <code>getsockopt()</code> ]	Y	Y	N	N
<code>IPV6_PKTINFO</code>	Y	Y	N	N
<code>IPV6_RECVDSOPTS</code>	Y	Y	N	N
<code>IPV6_RECVHOPLIMIT</code>	Y	Y	N	N
<code>IPV6_RECVHOPOPTS</code>	Y	Y	N	N
<code>IPV6_RECVPATHMTU</code>	Y	Y	N	N
<code>IPV6_RECVPKTINFO</code>	Y	Y	N	N
<code>IPV6_RECVRTHDR</code>	Y	Y	N	N
<code>IPV6_RECVTCLASS</code>	Y	Y	N	N
<code>IPV6_RTHDR</code>	Y	Y	N	N



Table 24. Sockets options at the IPPROTO\_IPV6 level (continued)

Socket options getsockopt() setsockopt()	z/OS UNIX Assembler Callable Services	C/C++ using Language Environment	REXX	Communications Server Sockets Extended macro/call
IPV6_RTHDRDSTOPTS	Y	Y	N	N
IPV6_TCLASS	Y	Y	N	N
IPV6_USE_MIN_MTU	Y using BPX1	Y	N	N

Table 25. Ancillary data on sendmsg() (Level = IPPROTO\_IPV6)

Ancillary data on sendmsg()	Assembler Callable Services	C/C++ using Language Environment	REXX	Sockets Extended macro/call
IP_QOS_ CLASSIFICATION <sup>1</sup>	Y	Y	N	N
IPV6_DONTFRAG	Y	Y	N	N
IPV6_DSTOPTS	Y	Y	N	N
IPV6_HOPLIMIT <sup>1</sup>	Y	Y	N	N
IPV6_HOPOPTS	Y	Y	N	N
IPV6_NEXTHOP	Y	Y	N	N
IPV6_PKTINFO <sup>1</sup>	Y	Y	N	N
IPV6_RTHDR	Y	Y	N	N
IPV6_RTHDRDSTOPTS	Y	Y	N	N
IPV6_TCLASS	Y	Y	N	N
IPV6_USE_MIN_MTU	Y	Y	N	N

Table 26. Ancillary data on recvmsg() (Level = IPPROTO\_IPV6)

Ancillary data on recvmsg()	Assembler Callable Services	C/C++ using Language Environment	REXX	Sockets Extended macro/call
IPV6_DSTOPTS	Y	Y	N	N
IPV6_HOPLIMIT	Y	Y	N	N
IPV6_HOPOPTS	Y	Y	N	N
IPV6_PATHMTU	Y	Y	N	N
IPV6_PKTINFO	Y	Y	N	N
IPV6_RTHDR	Y	Y	N	N
IPV6_TCLASS	Y	Y	N	N

## Options for path MTU discovery

Use the following options for path MTU discovery:

### IPV6\_USE\_MIN\_MTU (used with TCP, UDP and RAW applications)

For IPv6, only the endpoint nodes can fragment a packet. Path MTU discovery determines the largest packet that can be sent to a destination without requiring fragmentation by an intermediate node (because that is not supported). In some cases, an application might want to avoid path MTU discovery. All nodes in an IPv6 network are required to support a minimum MTU of 1280 bytes. When an application enables this option, path MTU discovery is bypassed. If a direct route to the destination is not available, the minimum MTU size (1280 bytes) is used to send packets that

1. This option is supported as ancillary data for UDP and RAW protocols. It is not possible to use ancillary data to transmit options for TCP because there is not a one-to-one mapping between send operations and the TCP segments being transmitted.

otherwise might require fragmentation. If a direct route is available, the link's MTU size is used, because path MTU discovery is not needed when there are no intermediate nodes in the path.

For unicast destinations, this option is disabled by default, which avoids sending packets with the minimum MTU size. Instead, path MTU discovery information is used.

For multicast destinations, this option is enabled by default, which prevents path MTU discovery information from being used. If a direct route is not available, packets are sent with the minimum MTU size. If a direct route is available, packets are sent by using the MTU of the link because no intermediate nodes are in the path.

This option can be enabled or disabled for the following cases:

- A socket with a `setsockopt()`
- A single send operation with ancillary data on the `sendmsg()`

A value of -1 passed on the set socket option causes the default values for unicast and multicast destinations to be used.

A value of 0 disables this option for both unicast and multicast destinations. Path MTU discovery information is used to send packets greater than the minimum MTU size.

A value of 1 enables this option for unicast and multicast destinations. All packets are sent without using path MTU discovery information, using the minimum MTU size, unless a direct route is available to the destination.

A `getsockopt()` with this option returns the value set by a `setsockopt()`. If a `setsockopt()` has not been done, the default value of -1 (disabled for unicast, enabled for multicast) is returned.

#### **IPV6\_DONTFRAG (used with UDP and RAW applications)**

The `IPV6_DONTFRAG` option enables the application to indicate that the packet should not be fragmented by the local z/OS host.

This option is useful for applications that want to discover the actual path MTU.

**Guideline:** When using the `IPV6_DONTFRAG` socket option, use the `IPV6_RECVPATHMTU` socket option also. Otherwise, packets are silently discarded without any notification to the application.

This option can be enabled or disabled for the following cases:

- A socket with a `setsockopt()`
- A single send operation with ancillary data on the `sendmsg()`

A value of 1 enables this option for unicast and multicast destinations.

A `getsockopt()` with this option returns the value set by a `setsockopt()`. If a `setsockopt()` has not been performed, then `getsockopt()` returns a value of 0.

If `IPV6_DONTFRAG` is specified along with `IPV6_USE_MIN_MTU`, the `IPV6_DONTFRAG` setting is ignored, resulting in selection of the minimum architected IPv6 MTU size (1280 bytes).

#### **IPV6\_RECVPATHMTU (used with UDP and RAW applications)**

The `IPV6_RECVPATHMTU` option enables the application to receive

notifications about changes to the path MTU. This option notifies the application about all path MTU changes for all destinations, not only the changes that this socket initiates.

When the `IPV6_RECVPATHMTU` socket option is enabled, the path MTU is returned as ancillary data on the `recvmsg()` API (for an empty message) whenever the path MTU changes. The path MTU can change if the application sends a packet with the `IPV6_DONTFRAG` option and the packet is larger than the current path MTU. The path MTU can also change if the stack receives a corresponding ICMPv6 packet too big error. The ancillary data that is returned has level `IPPROTO_IPV6` and name `IPV6_PATHMTU`. For more information about ancillary data, see “Using ancillary data on `sendmsg()` and `recvmsg()`” on page 120.

This option can be enabled or disabled for a socket with a `setsockopt()`.

A value of 1 enables this option.

A `getsockopt()` with this option returns the value set by a `setsockopt()`. If a `setsockopt()` has not been performed, then `getsockopt()` returns a value of 0.

#### **IPV6\_PATHMTU (used with UDP and RAW applications)**

The `IPV6_PATHMTU` option enables the application to retrieve the current path MTU to a given destination for which it has done a `connect()`.

This option is useful for applications also using `IPV6_RECVPATHMTU` that want to pick a good starting value.

This option is valid only on a `getsockopt()`. It returns the MTU that the stack uses on this connected socket.

### **Options to control the sending of packets**

Some of these options add extension headers to outbound packets. z/OS TCP/IP allows the application to specify a maximum of 512 bytes of extension headers for an outbound packet.

Use the following options to control the sending of packets:

#### **IPV6\_PKTINFO (used with UDP and RAW applications)**

The `IPV6_PKTINFO` option enables the application to provide the following pieces of information:

- The source IP address for an outgoing packet
- The outgoing interface for a packet

The option value contains a 16-byte IPv6 address and a 4-byte interface index. An application can provide a nonzero value for one or both pieces of information.

To perform this operation, an application must meet one of the following criteria:

- The application must be APF-authorized.
- The application must have superuser authority.
- The `SERVAUTH` resource

`EZB.SOCKOPT.sysname.tcpname.IPV6_PKTINFO` must be defined and the application must at least have `READ` access to it.

This option can be enabled or disabled for the following cases:

- A socket with a `setsockopt()`
- A single send operation with ancillary data on the `sendmsg()`

To disable the option, specify both the IPv6 address and the interface index as 0 in the option value.

A `getsockopt()` with this option returns the value set by `setsockopt()`. If a `setsockopt()` has not been done, a value of 0 is returned.

See “Options for setting the source address” on page 122 for a discussion of the interaction of socket options and ancillary data for the setting of the source address. See “Options for specifying the outgoing interface” on page 123 for a discussion of the interaction of socket options and ancillary data for determining the outgoing interface.

#### **IPV6\_HOPLIMIT (used with UDP and RAW applications)**

The IPv6 header contains a hop limit field that controls the number of hops over which a datagram can be sent before being discarded. This is similar to the TTL field in the IPv4 header. The `IPV6_HOPLIMIT` option can be used to set the hop limit value for an outgoing packet. The option value should be between 0 and 255 inclusive. A value of -1 causes the TCP/IP protocol stack default to be used.

To perform this operation, an application must meet one of the following criteria:

- The application must be APF-authorized.
- The application must have superuser authority.
- The `SERVAUTH` resource `EZB.SOCKOPT.sysname.tcpname.IPV6_HOPLIMIT` must be defined and the application must at least have `READ` access to it.

The `IPV6_UNICAST_HOPS` socket option and the `IPV6_MULTICAST_HOPS` socket option are available to set a hop limit value also. See “Hop limit options” on page 122 for information about the interaction of `IPV6_UNICAST_HOPS`, `IPV6_MULTICAST_HOPS` and `IPV6_HOPLIMIT`.

#### **IPV6\_NEXTHOP (used with UDP and RAW applications)**

The `IPV6_NEXTHOP` option enables the application to specify the next hop address for an outgoing packet. The option value contains a `sockaddr_in6` socket address structure and must contain an IPv6 address.

**Restriction:** This option does not support IPv4-mapped IPv6 addresses.

To perform this operation, an application must meet one of the following criteria:

- The application must be APF-authorized.
- The application must have superuser authority.
- The `SERVAUTH` resource `EZB.SOCKOPT.sysname.tcpname.IPV6_NEXTHOP` must be defined and the application must at least have `READ` access to it.

This option can be enabled or disabled for the following cases:

- A socket with a `setsockopt()`
- A single send operation with ancillary data on the `sendmsg()`

**Restriction:** `IPV6_NEXTHOP` is valid only for unicast destinations.

An option value with the *optlen* value of 0 disables `IPV6_NEXTHOP`. This option does not have any meaning for multicast destinations and is ignored for multicast.

A `getsockopt()` with this option returns the value set by a `setsockopt()`. If a `setsockopt()` has not been performed, then `getsockopt()` returns the value 0 in *optlen*.

See “Options for specifying the outgoing interface” on page 123 for information about the interaction of socket options and ancillary data for determining the outgoing interface.

**Tips:**

- If you use this socket option in a Common INET environment, establish affinity to the appropriate stack to ensure predictable results; some stacks might not have a route to the specified next hop address.
- If you specify a link-local address as the next hop address, specify the outgoing interface either on `IPV6_PKTINFO` or by using the scope portion of the socket address structure.

**Rule:** The next hop address cannot be a multicast address and must be a neighbor (for example, the stack must have a direct route to the next hop address).

### **IPV6\_RTHDR (used with UDP and RAW applications)**

The `IPV6_RTHDR` option enables the application to specify an IPv6 routing header (as an extension header) for an outgoing packet.

**Restriction:** Because the type 0 routing header is deprecated in z/OS Communications Server V1R11, no routing header type is currently supported. The `IPV6_RTHDR` option is accepted as a valid option, but all option type values are rejected as incorrect values.

To perform this operation, an application must meet one of the following criteria:

- The application must be APF-authorized.
- The application must have superuser authority.
- The `SERVAUTH` resource `EZB.SOCKOPT.sysname.tcpname.IPV6_RTHDR` must be defined and the application must at least have `READ` access to it.

This option can be enabled or disabled for the following cases:

- A socket with a `setsockopt()`
- A single send operation with ancillary data on the `sendmsg()`

A `getsockopt()` with this option returns the value set by a `setsockopt()`. If a `setsockopt()` has not been performed, then `getsockopt()` returns a value of 0 in *optlen*.

**Tip:** If you use this socket option in a Common INET environment, establish affinity to the appropriate stack to ensure predictable results; some stacks might not have a path to the first destination that is specified in the routing header.

A z/OS UNIX C/C++ application can use the following utilities to build routing headers:

- `inet6_rth_space()` - return number of bytes required for routing header
- `inet6_rth_init()` - initialize buffer data for routing header
- `inet6_rth_add()` - add one IPv6 address to the routing header

See z/OS XL C/C++ Runtime Library Reference for a description of these utilities.

A z/OS UNIX Assembler Callable Services application needs to build the routing headers explicitly. See z/OS UNIX System Services Programming: Assembler Callable Services Reference for information about z/OS UNIX Assembler Callable Services and the data structures defined in the BPXYSOCK macro.

#### **IPV6\_DSTOPTS (used with UDP and RAW applications)**

The IPV6\_DSTOPTS option enables the application to specify destination options that get examined by the host at the final destination.

The IPV6\_DSTOPTS option can be used to set a destination options header (as an extension header) for an outgoing packet. The option value contains a destination options header.

To perform this operation, an application must meet one of the following criteria:

- The application must be APF-authorized.
- The application must have superuser authority.
- The SERVAUTH resource  
EZB.SOCKOPT.*sysname.tcpname*.IPV6\_DSTOPTS must be defined and the application must at least have READ access to it.

This option can be enabled or disabled for the following cases:

- A socket with a setsockopt()
- A single send operation with ancillary data on the sendmsg()

A getsockopt() with this option returns the value set by a setsockopt(). If a setsockopt() has not been performed, then getsockopt() returns a value of 0 in optlen.

A z/OS UNIX C/C++ application can use the following utilities to build the following destination options headers:

- inet6\_opt\_init() - initialize buffer data for options header
- inet6\_opt\_append() - add one TLV option to the options header
- inet6\_opt\_finish() - finish adding TLV options to the option header
- inet6\_opt\_set\_val() - add one component of the option content to the option

See z/OS XL C/C++ Runtime Library Reference for a description of these utilities.

A z/OS UNIX Assembler Callable Services application needs to build the options headers explicitly. See z/OS UNIX System Services Programming: Assembler Callable Services Reference for information about z/OS UNIX Assembler Callable Services and the data structures defined in the BPXYSOCK macro.

#### **IPV6\_RTHDRDSTOPTS (used with UDP and RAW applications)**

The IPV6\_RTHDRDSTOPTS option enables the application to specify destination options that get examined by every IP host that appears in the routing header.

The IPV6\_RTHDRDSTOPTS option can be used to set a destination options header (as an extension header) for an outgoing packet. The option value

contains a destination options header. This option is ignored if the application does not also use the `IPV6_RTHDR` option to specify a routing header.

To perform this operation, an application must meet one of the following criteria:

- The application must be APF-authorized.
- The application must have superuser authority.
- The `SERVAUTH` resource `EZB.SOCKOPT.sysname.tcpname.IPV6_RTHDRDSTOPTS` must be defined and the application must at least have `READ` access to it.

This option can be enabled or disabled for the following cases:

- A socket with a `setsockopt()`
- A single send operation with ancillary data on the `sendmsg()`

A `getsockopt()` with this option returns the value set by a `setsockopt()`. If a `setsockopt()` has not been performed, then `getsockopt()` returns a value of 0 in `optlen`.

A z/OS UNIX C/C++ application can use the following utilities to build destination options headers:

- `inet6_opt_init()` - initialize buffer data for options header
- `inet6_opt_append()` - add one TLV option to the options header
- `inet6_opt_finish()` - finish adding TLV options to the option header
- `inet6_opt_set_val()` - add one component of the option content to the option

See z/OS XL C/C++ Runtime Library Reference for a description of these utilities.

A z/OS UNIX Assembler Callable Services application needs to build the options headers explicitly. See z/OS UNIX System Services Programming: Assembler Callable Services Reference for information about z/OS UNIX Assembler Callable Services and the data structures defined in the `BPXYSOCK` macro.

### **IPV6\_TCLASS (used with TCP, UDP and RAW applications)**

The IPv6 header contains a traffic class field that can be used to identify and distinguish between different classes or priorities of IPv6 packets. This is similar to the type of service (ToS) field in the IPv4 header. The `IPV6_TCLASS` option can be used to set the traffic class value for an outgoing packet. However, if a QoS policy that specifies a traffic class for the packet is also in effect, then the stack ignores the value specified with the `IPV6_TCLASS` option and uses the value specified by the QoS policy.

To perform this operation, an application must meet one of the following criteria:

- The application must be APF-authorized.
- The application must have superuser authority.
- The `SERVAUTH` resource `EZB.SOCKOPT.sysname.tcpname.IPV6_TCLASS` must be defined and the application must at least have `READ` access to it.

This socket option is also valid for an `AF_INET6` socket that is using IPv4-mapped IPv6 addresses.



This option can be enabled or disabled for a socket with a `setsockopt()`. For UDP and RAW, this option can be enabled or disabled for a single send operation with ancillary data on the `sendmsg()`.

The option value is in the range 0 – 255. The value -1 causes the TCP/IP protocol stack to use the traffic class value that the policy specifies (if any) or the default value 0.

A `getsockopt()` with this option returns the value set by a `setsockopt()`. If a `setsockopt()` has not been performed, then the stack returns the traffic class value specified by policy (if any) or the default value 0.

## Options that provide information about packets that have been received

To get information about packets that have been received, use the following options:

### IPV6\_RECVPKTINFO (used with UDP and RAW applications)

The `IPV6_RECVPKTINFO` socket option allows an application to receive the following pieces of information:

- The destination IP address from the IPv6 header
- The interface index for the interface over which the packet was received

When the `IPV6_RECVPKTINFO` socket option is enabled, the IP address and interface index are returned as ancillary data on the `recvmsg()` API.

The ancillary data level is `IPPROTO_IPV6`. The option name is `IPV6_PKTINFO`. For a detailed explanation of ancillary data, see “Using ancillary data on `sendmsg()` and `recvmsg()`” on page 120.

**Restriction:** This option can be enabled or disabled only with a `setsockopt()`. `IPV6_RECVPKTINFO` is not valid as ancillary data on `sendmsg()`. A nonzero option value enables the option; a value of 0 disables the option.

A `getsockopt()` with this option returns the value set by a `setsockopt()`. If a `setsockopt()` has not been done, the default value of 0 (disabled) is returned.

### IPV6\_RECVHOPLIMIT (used with TCP, UDP and RAW applications)

The `IPV6_RECVHOPLIMIT` socket option allows an application to receive the value of the hop limit field from the IPv6 header. When the `IPV6_RECVHOPLIMIT` socket option is enabled, the hop limit is returned as ancillary data on the `recvmsg()` API. The ancillary data level is `IPPROTO_IPV6`. The option name is `IPV6_HOPLIMIT`. For a UDP or RAW application, if this option is enabled, the `IPV6_HOPLIMIT` ancillary data is returned with each `recvmsg()`. For a TCP application, if this option is enabled, `IPV6_HOPLIMIT` ancillary data is returned on `recvmsg()` only when the hop limit value being used has changed. For a detailed explanation of ancillary data, see “Using ancillary data on `sendmsg()` and `recvmsg()`” on page 120.

This option can be enabled or disabled only with a `setsockopt()`. `IPV6_RECVHOPLIMIT` is not valid as ancillary data on `sendmsg()`. A nonzero option value enables the option; a value of 0 disables the option.

A `getsockopt()` with this option returns the value set by a `setsockopt()`. If a `setsockopt()` has not been done, the default value of 0 (disabled) is returned.



### **IPV6\_RECVRTHDR (used with UDP and RAW applications)**

The IPV6\_RECVRTHDR socket option enables the application to receive a routing header.

When the IPV6\_RECVRTHDR socket option is enabled, the routing header is returned as ancillary data on the `recvmsg()` API. Each routing header is returned as one ancillary data object. The ancillary data level is `IPPROTO_IPV6`. The option name is `IPV6_RTHDR`. For a detailed explanation of ancillary data, see “Using ancillary data on `sendmsg()` and `recvmsg()`” on page 120.

This option can be enabled or disabled only with a `setsockopt()`. `IPV6_RECVRTHDR` is not valid as ancillary data on `sendmsg()`. A nonzero value enables the option; a value of 0 disables the option.

A `getsockopt()` with this option returns the value set by a `setsockopt()`. If a `setsockopt()` has not been performed, then `getsockopt()` returns a value of 0.

A z/OS UNIX C/C++ application can use the following utilities to process routing headers:

- `inet6_rth_reverse()` - reverse a routing header
- `inet6_rth_segments()` - return number of segments in a routing header
- `inet6_rth_getaddr()` - fetch one address from a routing header

See z/OS XL C/C++ Runtime Library Reference for a description of these utilities.

A z/OS UNIX Assembler Callable Services application needs to build the options headers explicitly. See z/OS UNIX System Services Programming: Assembler Callable Services Reference for information about z/OS UNIX Assembler Callable Services and the data structures defined in the `BPXYSOCK` macro.

### **IPV6\_RECVHOPOPTS (used with UDP and RAW applications)**

The IPV6\_RECVHOPOPTS socket option enables the application to receive hop-by-hop options.

When the IPV6\_RECVHOPOPTS socket option is enabled, the hop-by-hop options are returned as ancillary data on the `recvmsg()` API. The ancillary data level is `IPPROTO_IPV6`. The option name is `IPV6_HOPOPTS`. For a detailed explanation of ancillary data, see “Using ancillary data on `sendmsg()` and `recvmsg()`” on page 120.

This option can be enabled or disabled only with a `setsockopt()`. `IPV6_RECVHOPOPTS` is not valid as ancillary data on `sendmsg()`. A nonzero value enables the option; a value of 0 disables the option.

A `getsockopt()` with this option returns the value set by a `setsockopt()`. If a `setsockopt()` has not been performed, then `getsockopt()` returns a value of 0.

A z/OS UNIX C/C++ application can use the following utilities to process hop-by-hop options headers:

- `inet6_opt_next()` - extract the next option from the options header
- `inet6_opt_find()` - extract an option of a specified type from the header
- `inet6_opt_get_val()` - retrieve one component of the option content

See z/OS XL C/C++ Runtime Library Reference for a description of these utilities.

A z/OS UNIX Assembler Callable Services application needs to build the options headers explicitly. See z/OS UNIX System Services Programming: Assembler Callable Services Reference for information about z/OS UNIX Assembler Callable Services and the data structures defined in the BPXYSOCK macro.

#### **IPV6\_RECVDSTOPTS (used with UDP and RAW applications)**

The IPV6\_RECVDSTOPTS socket option enables the application to receive destination options.

When the IPV6\_RECVDSTOPTS socket option is enabled, the destination options are returned as ancillary data on the `recvmsg()` API. The application can receive two destination options headers if a received packet contains a routing header and one destination options header before the routing header and one destination options header after the routing header. Each destination options header is returned as one ancillary data object. The ancillary data level is `IPPROTO_IPV6`. The option name is `IPV6_DSTOPTS`. For more information about ancillary data, see “Using ancillary data on `sendmsg()` and `recvmsg()`” on page 120.

This option can be enabled or disabled only with a `setsockopt()`. `IPV6_RECVDSTOPTS` is not valid as ancillary data on `sendmsg()`. A nonzero value enables the option; a value of 0 disables the option.

A `getsockopt()` with this option returns the value set by a `setsockopt()`. If a `setsockopt()` has not been performed, then `getsockopt()` returns a value of 0.

A z/OS UNIX C/C++ application can use the following utilities to process destination options headers:

- `inet6_opt_next()` - extract the next option from the options header
- `inet6_opt_find()` - extract an option of a specified type from the header
- `inet6_opt_get_val()` - retrieve one component of the option content

See z/OS XL C/C++ Runtime Library Reference for a description of these utilities.

A z/OS UNIX Assembler Callable Services application needs to build the options headers explicitly. See z/OS UNIX System Services Programming: Assembler Callable Services Reference for information about z/OS UNIX Assembler Callable Services and the data structures defined in the BPXYSOCK macro.

#### **IPV6\_RECVTCLASS (used with TCP, UDP and RAW applications)**

The IPV6\_RECVTCLASS socket option enables the application to receive the value of the traffic class field from the IPv6 header.

When the IPV6\_RECVTCLASS socket option is enabled, the traffic class is returned as ancillary data on the `recvmsg()` API. The ancillary data level is `IPPROTO_IPV6`. The option name is `IPV6_TCLASS`. For a UDP, or RAW application, if this option is enabled, the `IPV6_TCLASS` ancillary data is returned with each `recvmsg()`. For a TCP application, if this option is enabled, `IPV6_TCLASS` ancillary data is returned on `recvmsg()` only when the traffic class value being used has changed. For a detailed explanation of ancillary data, see “Using ancillary data on `sendmsg()` and `recvmsg()`” on page 120.

This socket option is also valid for an `AF_INET6` socket that is using IPv4-mapped IPv6 addresses.

This option can be enabled or disabled only with a `setsockopt()`. `IPV6_RECVTCLASS` is not valid as ancillary data on `sendmsg()`. A nonzero value enables the option; a value of 0 disables the option.

A `getsockopt()` with this option returns the value set by a `setsockopt()`. If a `setsockopt()` has not been performed, then `getsockopt()` returns a value of 0.

## Option to provide checksum processing for RAW applications

Use the following option to provide checksum processing for RAW applications:

### IPV6\_CHECKSUM (used with RAW applications)

The `IPV6_CHECKSUM` socket option can be used by a RAW application to enable checksum processing to be done by the TCP/IP protocol stack for packets on a socket. When enabled, the checksum is computed and stored for outbound packets; the checksum is verified for inbound packets. Note that this socket option is not applicable for ICMPv6 RAW sockets because the TCP/IP protocol stack always provides checksum processing for them.

This option can be enabled or disabled only with a `setsockopt()`. `IPV6_CHECKSUM` is not valid as ancillary data on `sendmsg()`. The option value provides the offset into the user data where the checksum field begins. The option value should be an even number in the range 0 - 65534. The value -1 causes the option to be disabled.

A `getsockopt()` with this option returns the value set by a `setsockopt()`. If a `setsockopt()` has not been done, the value -1 (disabled) is returned.

## Option to provide QoS classification data

Use the following option to provide QoS classification data:

### IP\_QOS\_CLASSIFICATION (used with TCP applications)

This option enables the application to provide QoS classification data. It is a z/OS Communications Server-specific ancillary data type, and is not associated with the IPv6 Advanced Socket API. It can be specified as ancillary data on `sendmsg()` for `AF_INET` and `AF_INET6` sockets. For `AF_INET` sockets the level specified should be `IPPROTO_IP`; for `AF_INET6` sockets the level specified should be `IPPROTO_IPV6`. For a detailed description of the function, see the programming interfaces in z/OS Communications Server: IP Programmer's Guide and Reference for providing classification data to be used in differentiated services policies.

## Socket option to support ICMPv6 (IPPROTO\_ICMPV6 level)

Table 27. Sockets options at the `IPPROTO_ICMPV6` level

Socket options <code>getsockopt()</code> <code>setsockopt()</code>	Assembler Callable Services	C/C++ using Language Environment	REXX	Sockets Extended macro/call
<code>ICMP6_FILTER</code>	N	Y	N	N

Use the following socket option to support ICMPv6 (`IPPROTO_ICMPV6` level):

### ICMP6\_FILTER (used with RAW applications)

The `ICMP6_FILTER` socket option can be used by a RAW application to filter out ICMPv6 message types that it does not need to receive. There are many more ICMPv6 message types than ICMPv4 message types. ICMPv6

provides function comparable to ICMPv4 plus IGMPv4 and ARPv4 functionality. An application might be interested in receiving only a subset of the messages received for ICMPv6.

This option is enabled or disabled with a `setsockopt()`. The option value provides a 256-bit array of message types that should be filtered. To disable the option, the `setsockopt()` should be issued with an option length of 0. This causes the TCP/IP protocol stack's default filter to be in effect.

A `getsockopt()` with this option returns the value set by a `setsockopt()`. If a `setsockopt()` has not been done, the TCP/IP protocol stack's default filter is returned. For more information about default filtering, see "ICMP considerations" on page 125.

Table 28 lists the macros that are provided in the Language Environment C/C++ environment to manipulate the filter value.

*Table 28. Macros used to manipulate filter value*

Macro	Description
<code>void ICMP6_FILTER_SETPASSALL(struct icmp6_filter *);</code>	Specifies that all ICMPv6 messages are passed to the application.
<code>void ICMP6_FILTER_SETBLOCKALL(struct icmp6_filter *);</code>	Specifies that all ICMPv6 messages are blocked from being passed to the application.
<code>void ICMP6_FILTER_SETPASS(int, struct icmp6_filter *);</code>	ICMPv6 messages of type specified in <code>int</code> should be passed to the application.
<code>void ICMP6_FILTER_SETBLOCK(int, struct icmp6_filter *);</code>	ICMPv6 messages of type specified in <code>int</code> should not be passed to the application.
<code>void ICMP6_FILTER_WILLPASS(int, const struct icmp6_filter *);</code>	Returns true if the message type specified in <code>int</code> is passed to the application by the filter pointed to by the second argument.
<code>void ICMP6_FILTER_WILLBLOCK(int, const struct icmp6_filter *);</code>	Returns true if the message type specified in <code>int</code> is not passed to the application by the filter pointed to by the second argument.

## Using ancillary data on `sendmsg()` and `recvmsg()`

The `sendmsg()` API is similar to other socket APIs, such as `send()` and `write()` that allow an application to send data, but also provides the capability of specifying ancillary data. Ancillary data allows applications to pass additional option data to the TCP/IP protocol stack along with the normal data that is sent to the IP network.

The `recvmsg()` API is similar to other socket APIs, such as `recv()` and `read()`, that allow an application to receive data, but also provides the capability of receiving ancillary data. Ancillary data allows the TCP/IP protocol stack to return additional option data to the application along with the normal data from the IP network.

These `sendmsg()` and `recvmsg()` API extensions are available only to applications using the following socket API libraries:

- z/OS IBM C/C++ sockets with the z/OS Language Environment. For more information about these APIs, see z/OS XL C/C++ Runtime Library Reference.
- z/OS UNIX Assembler Callable services socket APIs. For more information about these APIs, see z/OS UNIX System Services Programming: Assembler Callable Services Reference.

For the `sendmsg()` and `recvmsg()` APIs most parameters are passed in a message header input parameter. The mapping for the message header is defined in `socket.h` for C/C++ and in the `BPXYMSGH` macro for users of the z/OS UNIX Assembler Callable services. For simplicity, only the C/C++ version of the data structures is shown in the following code example:

```
struct msghdr {
    void          *msg_name;           /* optional address      */
    size_t        msg_namelen;        /* size of address       */
    struct iovec   *msg_iov;           /* scatter/gather array  */
    int           msg_iovlen;         /* # elements in msg_iov */
    void          *msg_control;        /* ancillary data        */
    size_t        msg_controllen;     /* ancillary data length */
    int           msg_flags;          /* flags on received msg */
};
```

#### Notes:

- The `msg_name` and `msg_namelen` parameters are used to specify the destination `sockaddr` on a `sendmsg()`. On a `recvmsg()` the `msg_name` and `msg_namelen` parameters are used to return the remote `sockaddr` to the application.
- Data to be sent using `sendmsg()` needs to be described in the `msg_iov` structure. On `recvmsg()` the received data is described in the `msg_iov` structure.
- The address of the ancillary data is passed in the `msg_control` field.
- The length of the ancillary data is passed in `msg_controllen`. Note that if multiple ancillary data sections are being passed, this length should reflect the total length of ancillary data sections.
- `msg_flags` is not applicable for `sendmsg()`.

The `msg_control` parameter points to the ancillary data. This `msg_control` pointer points to the following structure (C/C++ example shown) that describes the ancillary data (also defined in `socket.h` and `BPXYMSGH`):

```
struct cmsghdr {
    size_t  cmsg_len;    /* data byte count includes hdr */
    int     cmsg_level;  /* originating protocol         */
    int     cmsg_type;   /* protocol-specific type       */
    /* followed by u_char cmsg_data[]; */
};
```

#### Guidelines:

- The `cmsg_len` should be set to the length of the `cmsghdr` plus the length of all ancillary data that follows immediately after the `cmsghdr`. This is represented by the commented out `cmsg_data` field.
- The `cmsg_level` should be set to the option level (for example, `IPPROTO_IPV6`).
- The `cmsg_type` should be set to the option name (for example, `IPV6_USE_MIN_MTU`).

---

## Interactions between socket options and ancillary data

This topic describes interactions between socket options and ancillary data, including hop limits.

### Hop limit options

The IPv6 header contains a hop limit field that controls the number of hops over which a datagram can be sent before being discarded. This is similar to the TTL field in the IPv4 header. An application can influence the value of the hop limit field using the following options:

- IPV6\_UNICAST\_HOPS socket option (hop limit value to be used for unicast packets on a socket)
- IPV6\_MULTICAST\_HOPS socket option (hop limit value to be used for multicast packets on a socket)
- IPV6\_HOPLIMIT ancillary data option on sendmsg() (hop limit value to be used for single packet)

The hop limit value can also be influenced by a router advertised hop limit, as well as the globally configured HOPLIMIT parameter value on the IPCONFIG6 statement.

For a unicast packet, the following precedence order is used to determine a packet's hop limit value:

1. If IPV6\_HOPLIMIT ancillary data is specified on sendmsg(), use its value.
2. If the IPV6\_UNICAST\_HOPS socket option is set, use its value.
3. If a router advertised hop limit is known, use its value.
4. If there is a globally configured IPv6 hop limit, use its value.
5. Use the IPv6 default unicast hop limit, 255.

For a multicast packet, the following precedence order is used to determine the packet's hop limit value:

1. If IPV6\_HOPLIMIT ancillary data is specified on sendmsg(), use its value.
2. If the IPV6\_MULTICAST\_HOPS socket option is set, use its value.
3. Use the IPv6 default multicast hop limit, 1.

### Options for setting the source address

A UDP or RAW application can influence the setting of the source address with the bind() IPv6 address or with the IPV6\_PKTINFO option.

The following precedence order is used to determine the source IP address for a packet:

1. If IPV6\_PKTINFO ancillary data is specified on sendmsg() with a nonzero source IP address, use its value. If the IPV6\_PKTINFO ancillary data is specified with a length of 0 or with a zero source IP address, go to step 3.
2. If the IPV6\_PKTINFO socket option is set and contains a nonzero source IP address, use its value.
3. If the application bound the socket to a specific address, use the Bind address.
4. The TCP/IP protocol stack selects a source address.



## Options for specifying the outgoing interface

A UDP or RAW application can influence the outgoing interface for a packet with the `IPV6_PKTINFO` option, the `IPV6_NEXTHOP` option, or the `IPV6_MULTICAST_IF` option. The scope ID field in the send operation's destination `sockaddr` can also affect the outgoing interface. The options field contains an interface index. The scope ID field contains a zone index.

When UDP and RAW applications respond to a peer, the applications use the `sockaddr_in6` structure that they received, and they should not set the scope ID field to zero. When sending an unsolicited packet (for example, not responding to one that was received), the scope ID field should be zero. UDP and RAW applications should use the `IPV6_PKTINFO`, `IPV6_NEXTHOP`, or `IPV6_MULTICAST_IF` options to select the outgoing interfaces. Alternatively, if the `sockaddr_in6` structure is created by the resolver using a `getaddrinfo` call, UDP and RAW applications can specify scope information in the `getaddrinfo` call; the scope ID field will be set appropriately by the resolver. See “Scope information about `getaddrinfo` calls” on page 88 for further information.

The following precedence order is used to determine the outgoing interface for a packet:

1. If the send operation specifies a destination `sockaddr` structure with a scope ID, then the scope ID is used if valid (note that a scope ID should be provided with a link-local address only).
2. If `IPV6_PKTINFO` ancillary data is specified on `sendmsg()` with a nonzero interface index, use its value. If the `IPV6_PKTINFO` ancillary data is specified with a length of 0 or with an interface index of 0, then skip to rule 4.
3. If the `IPV6_PKTINFO` socket option is set and contains a nonzero interface index, use its value.
4. If this is a multicast packet and the `IPV6_MULTICAST_IF` socket option is set, use its value.
5. If `IPV6_NEXTHOP` ancillary data is specified on `sendmsg()` with a nonzero value, use the stack routing table to determine the interface to the next hop address. If the `IPV6_NEXTHOP` ancillary data is specified with a length of 0, go to step 7.
6. If the `IPV6_NEXTHOP` socket option is set and contains a nonzero value, use the stack routing table to determine the interface to the next hop address.
7. The TCP/IP protocol stack uses the routing table to determine the interface to the destination IP address.

An application should provide outgoing interface information using only one method, or the application must ensure that the various specifications all indicate the same outgoing interface. If conflicting outgoing interface specifications are provided, the packet is discarded by the stack. For example, if scope information for the resolved destination host name specifies interface-1 and `IPV6_PKTINFO` ancillary data specifies interface-2, then the packet is discarded.

---

## RAW sockets

Consider the following factors for RAW sockets use:

- An application (for example, PING) can send and receive ICMPv6 messages.
- An application can send and receive datagrams with an IP protocol that the TCP/IP stack does not support.

The external behavior of IPv6 RAW sockets differs significantly from the external behavior of IPv4 RAW sockets, specifically with regards to the following items:

- RAW protocol values allowed
- Application visibility of IP headers
- ICMP considerations
- Checksum of data

## RAW protocol values

Protocol values 0, 41, 43, 44, 50, 51, 59 and 60 are not allowed because they conflict with the following IPv6 extension header types:

- IPPROTO\_HOPOPTS (0)
- IPPROTO\_IPV6 (41)
- IPPROTO\_ROUTING (43)
- IPPROTO\_FRAGMENT (44)
- IPPROTO\_ESP (50)
- IPPROTO\_AH (51)
- IPPROTO\_NONE (59)
- IPPROTO\_DSTOPTS (60)

Of the RAW protocol values listed, only the following values correspond to well-known IPv4 RAW protocols:

- IPPROTO\_ESP (50)
- IPPROTO\_AH (51)

## Application visibility of IP headers

Applications do not see IP headers of incoming datagrams and cannot provide IP headers with outgoing datagrams.

IPv6 RAW applications can get or set selected IP header information for incoming and outgoing datagrams by way of socket options and ancillary data as follows:

- Applications can set the IPV6\_RECVHOPLIMIT socket option in order to get the hop limit for incoming datagrams in ancillary data. By default, this socket option is set to off.
- Applications can set the IPV6\_RECVPKTINFO socket option in order to get the destination IP address and interface identifier for incoming datagrams in ancillary data. By default, this socket option is set to off.
- Applications can set the IPV6\_RECVRTHDR socket option in order to get the routing header for incoming datagrams in ancillary data. By default, this socket option is set to off.
- Applications can set the IPV6\_RECVHOPOPTS socket option in order to get the hop-by-hop options for incoming datagrams in ancillary data. By default, this socket option is set to off.
- Applications can set the IPV6\_RECVDSTOPTS socket option in order to get the destination options for incoming datagrams in ancillary data. By default, this socket option is set to off.
- Applications can set the IPV6\_RECVTCLASS socket option in order to get the traffic class for incoming datagrams in ancillary data. By default, this socket option is set to off.



- Applications can set the `IPV6_UNICAST_HOPS` socket option in order to set the hop limit for outgoing unicast datagrams. By default, this socket option is set to off and the configured maximum hop limit or the default hop limit is used.
- Applications can set the `IPV6_MULTICAST_HOPS` socket option in order to set the hop limit for outgoing multicast datagrams. By default, this socket option is set to off and a hop limit of 1 is used.
- Applications can use the `IPV6_HOPLIMIT` ancillary data option to set the hop limit for an outgoing datagram.
- Applications can use the `IPV6_PKTINFO` socket option and ancillary data option to set the source address and interface identifier for outgoing datagrams. By default, the socket option is set to off.
- Applications can use the `IPV6_NEXTHOP` socket option and ancillary data option to set the next hop address for outgoing datagrams. By default, the socket option is set to off.
- Applications can use the `IPV6_RTHDR` socket option and ancillary data option to set the routing header for outgoing datagrams. By default, the socket option is set to off.
- Applications can use the `IPV6_HOPOPTS` socket option and ancillary data option to set the hop-by-hop options for outgoing datagrams. By default, the socket option is set to off.
- Applications can use the `IPV6_DSTOPTS` socket option and ancillary data option to set the destination options (that get examined by the host at the final destination) for outgoing datagrams. By default, the socket option is set to off.
- Applications can use the `IPV6_RTHDRDSTOPTS` socket option and ancillary data option to set the destination options (that get examined by every host that appears in the routing header) for outgoing datagrams. By default, the socket option is set to off.
- Applications can use the `IPV6_TCLASS` socket option and ancillary data option to set the traffic class for outgoing datagrams. By default, the socket option is set to off.

## ICMP considerations

IPv6 RAW ICMPv6 applications can set the `ICMP6_FILTER` socket option to specify which ICMPv6 message types the socket receives. By default, the following message types are blocked (are not received):

- `ICMP_ECHO`
- `ICMP_TSTAMP`
- `ICMP_IREQ`
- `ICMP_MASKREQ`
- `ICMP6_ECHO_REQUEST`
- `MLD_LISTENER_QUERY`
- `MLD_LISTENER_REPORT`
- `MLD_LISTENER_REDUCTION`
- `ND_ROUTER_SOLICIT`
- `ND_ROUTER_ADVERT`
- `ND_NEIGHBOR_SOLICIT`
- `ND_NEIGHBOR_ADVERT`
- `ND_REDIRECT`

## Checksum of data

IPv6 RAW applications can set the IPV6\_CHECKSUM socket option in order to have TCP/IP calculate checksums for outgoing datagrams and verify checksums for incoming datagrams. By default, this socket option is set to off.

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## Chapter 10. Advanced concepts and topics

This topic explains some of the advanced concepts and ideas for IPv6 implementation and includes the following topics:

- “Tunneling”
- “Application migration and coexistence overview” on page 131
- “Application migration approaches” on page 132

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### Tunneling

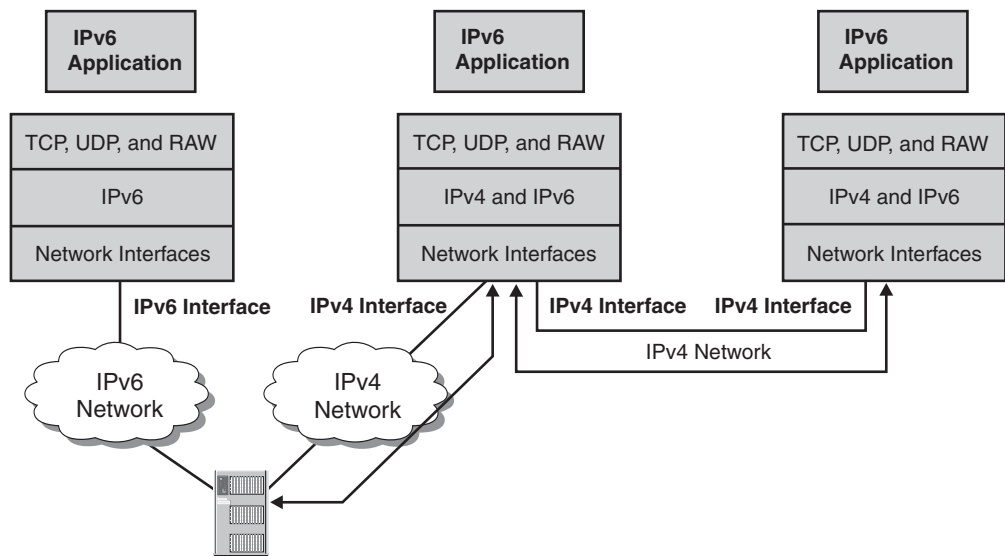
When IPv6 or IPv6/IPv4 systems are separated from other similar systems that they want to communicate with by IPv4 networks, then IPv6 packets must be tunneled through the IPv4 network. IPv6 packets are tunneled over IPv4 very simply: the IPv6 packet is encapsulated in an IPv4 datagram, or in other words, a complete IPv4 header is added to the IPv6 packet. The presence of the IPv6 packet within the IPv4 datagram is indicated by a protocol value of 41 in the IPv4 header.

**Restriction:** z/OS Communications Server cannot function as an endpoint for this type of tunnel.

While there are many tunneling protocols that can be used, all share the following common features and processing characteristics:

- The source tunnel endpoint determines that an IPv6 packet needs to be tunneled over an IPv4 network. This depends on the tunneling protocol that is used. After this decision is made, the source tunnel endpoint adds an IPv4 header to the IPv6 packet. The protocol value in the IPv4 header is set to 41. This indicates that this is an IPv6 over IPv4 tunnel packet. The source and destination addresses in the IPv4 header are set based on the tunneling protocol that is used.
- At the destination tunnel endpoint, the IPv4 layer receives the IPv4 packet (or packets, if the IPv4 datagram was fragmented). The IPv4 layer processes the datagram in the normal way, reassembling fragments if necessary, and records the protocol value of 41 in the IPv4 header. IPv4 security checks are made, and the IPv4 header is removed, leaving the original IPv6 packet. The IPv6 packet is processed as normal.

Figure 16 on page 128 shows a subset of the available tunneling protocols, with descriptions of the more prevalent protocols. Others exist or are in the process of being defined. Select one that is appropriate for your environment.



**Tunneling:** encapsulate an IPv6 packet in an IPv4 packet and send the IPv4 packet to the other tunnel end-point IPv4 address

Figure 16. Tunneling

## Configured tunnels

Configured tunneling refers to IPv6 over IPv4 tunneling, where the IPv4 tunnel endpoint address is determined by configuration information for the encapsulating node. The tunnels can be unidirectional or bidirectional. Bidirectional configured tunnels act similarly as virtual point-to-point links. For each tunnel, the encapsulating node must store the tunnel endpoint address. When an IPv6 packet is transmitted over a tunnel, the tunnel endpoint address configured for that tunnel is used as the destination address for the encapsulating IPv4 header.

Routing information for the encapsulating node usually determines which packets to tunnel. This is typically done by way of a routing table, which directs packets based on their destination address using the prefix mask and match technique.

Configured tunnels can be host-host, host-router, or router-router. Host-host tunnels allow two IPv6/IPv4 nodes to send IPv6 packets directly to one another without going through an intermediate IPv6 router. This can be useful if the applications need to take advantage of IPv6 features that are not available in IPv4.

An IPv6/IPv4 host that is connected to datalinks with no IPv6 routers can use a configured tunnel to reach an IPv6 router. This tunnel allows the host to communicate with the rest of the IPv6 Internet. If the IPv4 address of an IPv6/IPv4 router bordering the IPv6 backbone is known, this can be used as the tunnel endpoint address, and can be used as an IPv6 default route. This default route is used only if a more specific route is not known.

Configured tunnels can also be used between routers, allowing isolated IPv6 networks to be connected by way of an IPv4 backbone. This connectivity can be accomplished by arranging tunnels directly with each IPv6 site to which connectivity is needed, but more typically it is done by arranging a tunnel into a

larger IPv6 routing infrastructure that can guarantee connectivity to all IPv6 user site networks. One example of this type of IPv6 routing infrastructure is the 6bone.

When using configured tunnels, a peering relationship must be established between the two IPv6 sites. This requires establishing a technical relationship with the peer and working through the various low-level details of how to configure tunnels between the two sites, including answering questions such as what peering protocol is used (presumably, an IPv6-capable version of BGP4).

## 6to4 addresses

The IANA has permanently assigned one 13-bit IPv6 Top Level Aggregator (TLA) identifier under the IPv6 Format Prefix 001 for the 6to4 scheme. Its numeric value is 0x2002; that is, it is 2002::/16 when expressed as an IPv6 address prefix.

The format for a 6to4 address is shown in Figure 17:

16 bits	32 bits	16 bits	64 bits
0x0002	V4ADDR	Subnet ID	Interface ID

*Figure 17. 6to4 address format*

Thus, this prefix has the same format as normal /48 prefixes assigned according to other aggregatable global unicast addresses. It can be abbreviated as 2002:V4ADDR::/48. Within the subscriber site it can be used like any other valid IPv6 prefix, for example, for automated address assignment and discovery for native IPv6 routing, or for the 6over4 mechanism.

6to4 provides a mechanism to allow isolated IPv6 domains, attached to a wide area network with no native IPv6 support, to communicate with other such IPv6 domains with minimal configuration. The idea is to embed IPv4 tunnel addresses into the IPv6 prefixes so that any domain border router can automatically discover tunnel endpoints for outbound IPv6 traffic.

The 6to4 transition mechanism advertises a site's IPv4 tunnel endpoint (to be used for a dynamic tunnel) in a special external routing prefix for that site. When one site tries to reach another site, it discovers the 6to4 tunnel endpoint from a DNS name to address lookup and use a dynamically built tunnel from site to site for communication. The tunnels are transient in that there is no state maintained for them, lasting only as long as a specified transaction uses the path.

A 6to4 site identifies one or more routers to run as a dual-mode stack and to act as a 6to4 router. A globally routable IPv4 address is assigned to the 6to4 router. The 6to4 prefix, which has the 6to4 router's IPv4 address embedded within it, is then advertised by way of the Neighbor Discovery protocol to the 6to4 site, and this prefix is used by hosts within the site to generate a global IPv6 address.

When one IPv6-enabled host at a 6to4 site tries to access an IPv6-enabled host by domain name at another 6to4 site, the DNS returns the IPv6 IP address for that host. The requesting host sends a packet to its nearest router, eventually reaching a site's 6to4 router. When the site's 6to4 router receives the packet and sees that it must send the packet to another site, and the next hop destination prefix is a

2002::/16 prefix, the IPv6 packet is encapsulated as described in “Tunneling” on page 127. The source IPv4 address is the one in the requesting site's 6to4 prefix (which is the IPv4 address of an outgoing interface for one of the site's 6to4 routers) and the destination IPv4 address is the one in the next hop destination 6to4 prefix of the IPv6 packet. When the destination site's 6to4 router receives the IPv4 packet, the IPv4 header is removed, leaving the original IPv6 packet for local forwarding.

## 6over4 tunnels

The Interface Identifier of an IPv4 interface using 6over4 is the 32-bit IPv4 address of that interface, padded to the left with 0s and is 64 bits in length. Note that the Universal/Local bit is 0, indicating that the Interface Identifier is not globally unique. When the host has more than one IPv4 address in use on the physical interface concerned, an administrative choice of one of these IPv4 addresses is made.

The IPv6 Link-local address for an IPv4 virtual interface is formed by appending the Interface Identifier, as defined above, to the prefix FE80::/64.

3 bits	45 bits	16 bits	32 bits	32 bits
001	Network	Subnet	0.....0	IPv4 address

Figure 18. 6over4 address format

Global unicast addresses are generated by adding a 64-bit prefix to the 6over4 Interface Identifier. These prefixes can be learned in any of the normal ways, for example, as part of stateless address autoconfiguration or by way of manual configuration.

6over4 is a transition mechanism which allows isolated IPv6 hosts, located on a physical link which has no directly connected IPv6 router, to use an IPv4 multicast domain as their virtual local link. A 6over4 host uses an IPv4 address for the interface in the creation of the IPv6 interface ID, placing the 32-bit IPv4 address in the low-order bits and padding to the left with 0's for a total of 64 bits. The IPv6 prefix used is the normal IPv6 prefix, and can be manually configured or dynamically learned by way of Stateless Address Autoconfiguration.

Because 6over4 creates a virtual link using IPv4 multicast, at least one IPv6 router using the same method must be connected to the same IPv4 multicast domain if IPv6 routing to other links is required.

When encapsulating the IPv6 packet, the source IP address for the IPv4 packet is an IPv4 address from the sending interface of the 6over4 host. The destination IPv4 address is the low-order 32 bits of the IPv6 address of the next-hop for the packet. Note that the final destination of the packet does not need to be a 6over4 host, although it might be one.

## Application migration and coexistence overview

Many IPv6 stacks support both IPv4 and IPv6 interfaces and are capable of receiving and sending native IPv4 and IPv6 packets over the corresponding interfaces. This type of TCP/IP stack is generally referred to as a dual-mode stack IP node. This does not mean that there are two separate TCP/IP stacks running on this type of node. It means that the TCP/IP stack has built-in support for both IPv4 and IPv6. In this topic, the term dual-mode stack or IP node is a TCP/IP stack that supports both IPv4 and IPv6 protocols.

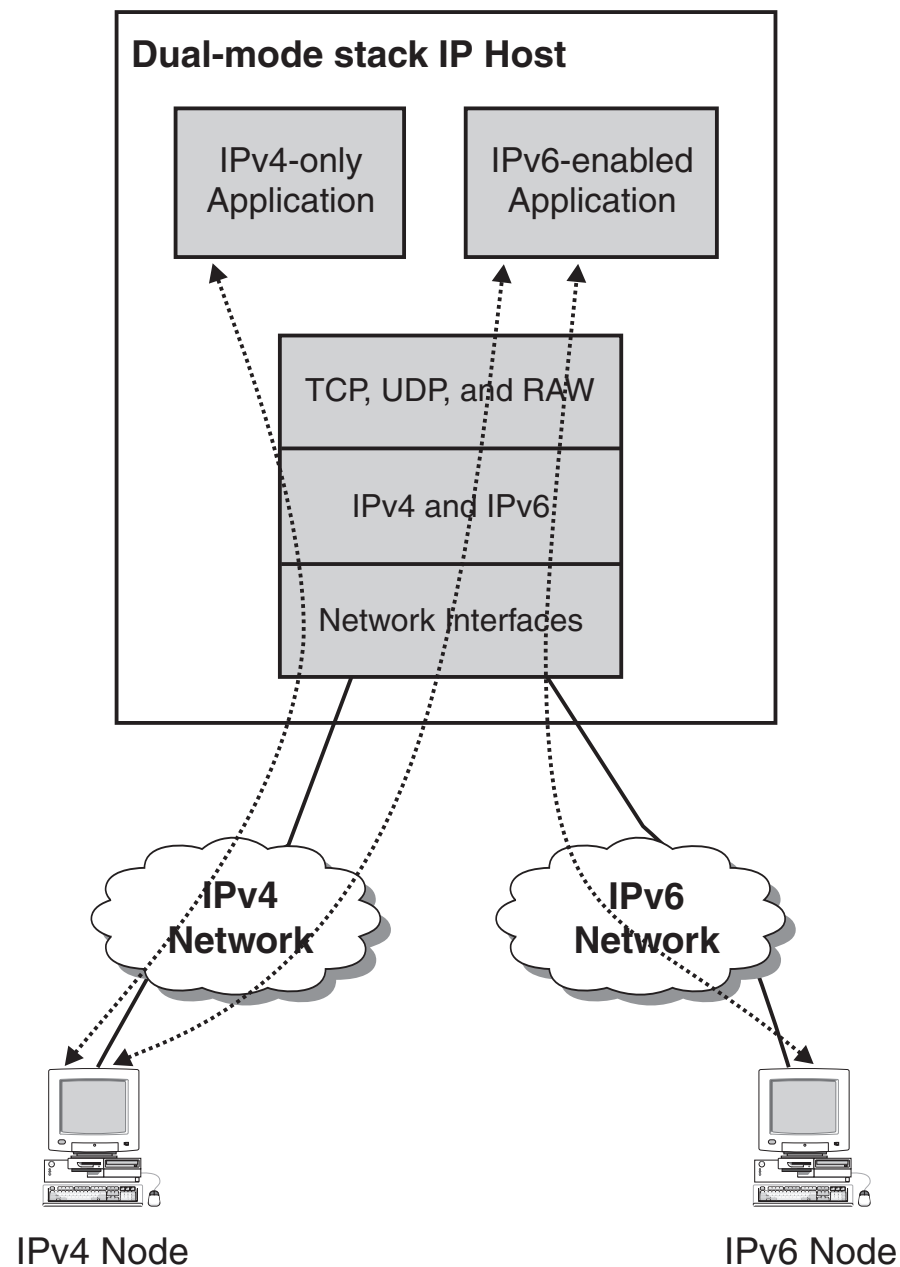


Figure 19. Dual-mode stack IP host

For a multihomed dual-mode IP host, it is a likely configuration that the host has both IPv4 and IPv6 interfaces over which requests for host-resident applications are received or sent. Older AF\_INET applications can communicate using IPv4

addresses only. IPv6-enabled applications that use AF\_INET6 sockets can communicate using both IPv4 and IPv6 addresses (on a dual-mode host). AF\_INET and AF\_INET6 applications are able to communicate with one another, but only using IPv4 addresses.

If the socket libraries on the IPv6-enabled host are updated to support IPv6 sockets (AF\_INET6), applications can be IPv6 enabled. When an application on a dual-mode stack host is IPv6 enabled, the application is able to communicate with both IPv4 and IPv6 partners. This is true for both clients and server on a dual-mode stack host.

Table 29. Application communication on a dual-mode host

	IPv4-only	IPv6-enabled
IPv4-only partner	Yes	Yes
IPv6-only partner		Yes

IPv6-enabling both sockets libraries and applications on dual-mode hosts therefore becomes a migration concern. As soon as IPv6-only hosts are being deployed in a network, applications on those IPv6-only nodes cannot communicate with the IPv4-only applications on the dual-mode hosts, unless one of multiple migration technologies are implemented either on intermediate nodes in the network or directly on the dual-mode hosts.

---

## Application migration approaches

The ultimate and preferred migration approach for applications that reside on a dual-mode TCP/IP host is to IPv6-enable the applications by migrating them from AF\_INET sockets to AF\_INET6 sockets.

There are multiple reasons why this approach is not always applicable, such as the following reasons:

- No access to the source code (vendor product, or source no longer available).
- The sockets API implementation does not yet (or never does) support IPv6.
- Resource availability or prioritization dictates a phased IPv6-enabling where not all applications can be available in an IPv6-enabled version at the same point in time where the stack is IPv6-capable.

For those applications that are not or cannot be IPv6 enabled, an alternative migration strategy is needed. The IETF has identified multiple approaches as summarized in draft RFC, *An Overview of the Introduction of IPv6 in the Internet*.

Some of the technologies that are defined by the IETF are supposed to be implemented on intermediate nodes that route traffic between IPv4 and IPv6 network segments. Other technologies are intended for implementation on the dual-mode IP nodes themselves.

## Translation mechanisms

This topic provides an introduction to a few transition mechanisms that can be used when migrating to an IPv6 network.

The key to successful adoption and deployment of IPv6 is the transition from the installed IPv4 base. The goal of all transition strategies is to facilitate the partial and incremental upgrade of hosts, servers, routers, and network infrastructure.



There are many possible approaches, and some of the more likely approaches are described below. The transition strategy a company chooses to take varies based on the particular needs of that company.

Several migration issues must be addressed when the backbone routing protocol is IPv4. First, a mechanism is needed to allow communication between islands of IPv6 networks that are interconnected only using the IPv4 backbone. Tunneling of IPv6 packets over the IPv4 network can be used to connect the clouds. Second, end-to-end communication between IPv4 and IPv6 applications must be enabled. Several approaches to accomplish this exist; Application Layer Gateways, NAT-PT, and Bump-in-the-Stack are all possibilities. During the migration phase, it is likely that a combination of one, multiple, or all of these transition mechanisms can be used.

Application Layer Gateways (ALGs) enable IPv6-only applications to communicate with an IPv4-only peer. Using an ALG, the client connects to the ALG by using its native protocol (IPv4 or IPv6) and the ALG connects to the server by using the other protocol (IPv6 or IPv4).

### **SOCKS gateway**

A SOCKS gateway is a method of providing an ALG. The SOCKS64 implementation works as a SOCKS server that relays communication between IPv4 and IPv6 flows. Servers do not require any changes, but client applications (or the stack where the client applications reside) need to be socks-enabled to be able to reach out through a SOCKS64 server to an IPv6-only partner.

### **Proxy**

Protocol translation involves converting IPv4 packets into IPv6 packets and IPv6 packets into IPv4 packets. This translation typically involves some form of network address translation (NAT) in addition to the protocol translation (PT) function. It might run in a specialized node between an IPv4 network and an IPv6 network, or it might run in the host that owns the IPv4 application.

Protocol Translation is useful when devices need to communicate but are not using the same protocol, allowing IPv6-only devices to communicate with IPv4-only devices. However, the following issues make a less-than ideal solution:

- Protocol translation is not foolproof. It is difficult to determine how long to keep the mappings between the real IPv6 address and the locally mapped IPv4 address available. An address can be reused before all servers have stopped accessing the address.
- Some applications might use the remote IP address as a means of performing a security check. Unless AH or an IPsec tunnel is used, then this method is not foolproof, but it is still done. If the IPv4 address is a locally mapped address, any checks such as this are broken.
- Displays and traces of the remote IP address are meaningless. Today, many applications generate messages, traces, and so on containing the IP address of the remote client.
- All DNS queries for the IPv4-mapped address must flow through the node that performed the NAT function. The DNS resolver or name server at this node, as well as the TCP/IP stack, must maintain a mapping between the IPv4 address and IPv6 address.
- Not all IPv6 protocols have IPv4 equivalents and not all IPv4 protocols have IPv6 equivalents. It might not be possible to translate the contents of an IPv4 packet into an equivalent IPv6 packet or the contents of an IPv6 packet into an equivalent IPv4 packet.

## **Stateless IP/ICMP Translation Algorithm**

This algorithm translates between IPv4 and IPv6 packet headers (including ICMP headers) in separate translator boxes in the network without requiring any per-connection state in those boxes. Stateless IP/ICMP Translation Algorithm (SIIT) can be used as part of a solution that allows IPv6 hosts, which do not have permanently assigned IPv4 addresses, to communicate with IPv4-only hosts.

## **Network address translation - protocol translation**

Protocol translation can occur at a specialized node that resides between IPv4 and IPv6 networks. This node is typically referred to as a Network address translation - protocol translation (NAT-PT) device because it must translate between the IPv4 and IPv6 addresses, as well as between the IPv4 and IPv6 protocols.

An NAT-PT node plays a similar role to an ALG. Both nodes allow IPv4-only applications to communicate with IPv6-only peers, and both reside in similar places in the network. However, each takes a different approach to accomplish a similar goal.

SOCKS64 is a proxy solution and requires client applications to be updated to use SOCKS64. NAT-PT is not a proxy and requires no changes to either the client or server. Based solely on this, NAT-PT might appear to be a superior solution. However, because of the limitations of NAT-PT and familiarity with SOCKS, it is more likely that SOCKS64 is used to allow IPv4-only applications to communicate with IPv6-only peers.

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## Appendix A. IPv6 support tables

This appendix contains the IPv6 support tables and includes the following topics:

- “Supported IPv6 standards”
- “Application support of scope information specified on host name or IP address” on page 136
- “z/OS-specific features” on page 137
- “Applications not enabled for IPv6” on page 140

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### Supported IPv6 standards

Table 30 lists the supported IPv6 standards. RFCs are not implemented in their entirety.

*Table 30. Supported IPv6 standards*

Standard	RFC or Internet Draft
DNS Extensions to support IP version 6	1886
Path MTU discovery	1981
RIPng for IPv6	2080
An IPv6 Aggregatable Global Unicast Address Format	2374
FTP Extensions for IPv6 and NATs	2428
Internet Protocol, Version 6 (IPv6) Specification	2460
Neighbor discovery for IP Version 6 (IPv6)	2461
IPv6 Stateless Address Autoconfiguration	2462
Internet Control Message Protocol (ICMPv6) for the Internet Protocol Version 6 (IPv6) Specification	2463
Transmission of IPv6 Packets over Ethernet Networks	2464
Multicast Listener Discovery (MLD) for IPv6	2710
IPv6 Router Alert Option	2711
OSPF for IPv6	2740
DNS Extensions to Support IPv6 Address Aggregation and Renumbering	2874
Default Address Selection for Internet Protocol Version 6 (IPv6)	3484
Basic Socket Interface Extensions for IPv6	3493
Internet Protocol Version 6 (IPv6) Addressing Architecture	3513
Advanced Sockets Application Programming Interface (API) for IPv6	3542
Multicast Listener Discovery Version 2 (MLDv2) for IPv6	3810
Socket Interface Extensions for Multicast Source Filters	3678
IPv6 Scoped Address Architecture	4007
IPv6 Socket for Source Address Selection	5014

## Application support of scope information specified on host name or IP address

Table 31 lists the applications that accept scope information (for example, interface name or interface index) as part of a user-specified or user-configured host name or IPv6 address. The topic of scope information is described in more detail in “Support for scope information” on page 60.

Table 31. Application support for scope information

Application	Support level
FTP client	<ol style="list-style-type: none"><li>1. Scope information can be specified on host name or IPv6 address provided as command input.</li><li>2. Scope information can be specified on host name or IPv6 address provided as input on the OPEN subcommand.</li><li>3. Scope information can be specified on host names or IPv6 addresses in NETRC configuration information</li></ol>
FTP server	Scope information can appear in SMF records or in banner lines.
MVRSHD	Scope information can be specified on host names coded in <i>userid.RHOSTS.DATA</i> configuration file
Ping	<ol style="list-style-type: none"><li>1. Scope information can be specified on host name or IPv6 address representing the destination host.</li><li>2. Scope information cannot be specified as part of the source IP address operand.</li><li>3. Scope information cannot be specified as part of the interface operand</li></ol>
REXEC/OREXEC	Scope information can be specified on host name or IPv6 address provided on command input.
RSH/ORSH	Scope information can be specified on host name or IPv6 address provided on command input.
Syslogd	<ol style="list-style-type: none"><li>1. Scope information can appear as part of host name information generated as syslog output.</li><li>2. Scope information cannot be specified as part of selector host name information</li></ol>
Traceroute	<ol style="list-style-type: none"><li>1. Scope information can be specified on host name or IPv6 address representing the destination host.</li><li>2. Scope information cannot be specified as part of the source IP address operand.</li><li>3. Scope information cannot be specified as part of the interface operand</li></ol>

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## z/OS-specific features

These tables summarize z/OS TCP/IP features and the level of support that is provided in an IPv6 network. In the future, more features are projected for IPv6 support in subsequent releases of the z/OS Communications Server.

Table 32 lists the link-layer device support.

*Table 32. Link-layer device support*

Link-layer device support	IPv4 support	IPv6 support	Comments
OSA-Express in QDIO mode	Y	Y	Fast and Gigabit Ethernet support for IPv6 traffic is configured by way of an INTERFACE statement of type IPAQENET6.
CTC	Y	N	None
LCS	Y	N	None
CLAW	Y	N	None
CDLC (3745/3746)	Y	N	None
SNALINK LU0 and LU6.2	Y	N	None
X.25 NPSI	Y	N	None
NSC HyperChannel	Y	N	None
MPC Point-Point	Y	Y	Support is configured by way of an INTERFACE statement of type MPCPTP6.
ATM	Y	N	None
HiperSockets	Y	Y	Support is configured by way of an INTERFACE statement of type IPAQIDIO6 or dynamically configured by way of the IPCONFIG6 DYNAMICXCF statement.
XCF	Y	Y	Support is configured by way of an INTERFACE statement of type MPCPTP6 or dynamically configured by way of the IPCONFIG6 DYNAMICXCF statement.

Table 33 lists virtual IP Addressing support.

*Table 33. Virtual IP Addressing support*

Virtual IP Addressing support	IPv4 support	IPv6 support	Comments
Virtual Device/Interface Configuration for static VIPA	Y	Y	None

All sysplex functions support IPv6 except for the function that is listed in Table 34 on page 138.

Table 34. Sysplex support

Sysplex support	IPv4 support	IPv6 support	Comments
Sysplex distributor integration with Cisco MNLB	Y	N	None

Table 35 lists IP routing functions.

Table 35. IP routing functions

IP routing functions	IPv4 support	IPv6 support	Comments
Dynamic Routing - OSPF	Y	Y	None
Dynamic Routing - RIP	Y	Y	None
Multipath Routing Groups	Y	Y	None
Policy-based Routing	Y	Y	None
Static Route Configuration by way of BEGINROUTES statement	Y	Y	None

Table 36 lists miscellaneous IP/IF-layer functions.

Table 36. Miscellaneous IP/IF-layer functions

Miscellaneous IP/IF-layer functions	IPv4 support	IPv6 support	Comments
Path MTU Discovery	Y	Y	None
Configurable Device or Interface Recovery Interval	Y	Y	None
Link-Layer Address Resolution	Y	Y	None
ARP/Neighbor Cache PURGE Capability	Y	Y	None
Datagram Forwarding Enable/Disable	Y	Y	None
HiperSockets accelerator	Y	N	None
QDIO accelerator	Y	N	None
Checksum offload	Y	Y	Based on OSA-Express support
Segmentation offload	Y	Y	Based on OSA-Express support
QDIO inbound workload queueing	Y	Y	Based on OSA-Express support

Table 37 lists transport-layer functions.

Table 37. Transport-layer functions

Transport-layer functions	IPv4 support	IPv6 support	Comments
Fast Response Cache Accelerator	Y	Y	None

Table 37. Transport-layer functions (continued)

Transport-layer functions	IPv4 support	IPv6 support	Comments
Enterprise Extender	Y	Y	IPv6 Enterprise Extender support requires a virtual IP address that is configured by way of an INTERFACE statement of type VIRTUAL6 and IUTSAMEH configured by way of an INTERFACE statement of type MPCPTP6 or dynamically configured by way of IPCONFIG6 DYNAMICXCF.
Server-BIND Control	Y	Y	None
UDP Checksum Disablement Option	Y	N	None

Table 38 lists network management and accounting functions.

Table 38. Network management and accounting functions

Network management and accounting Functions	IPv4 support	IPv6 support	Comments
SNMP	Y	Y	None
SNMP agent	Y	Y	None
TCP/IP subagent	Y	Y	No IPv6 UDP support
Network SLAPM2 subagent	Y	Y	None
Distributed Protocol Interface	Y	Y	None
OMPROUTE subagent	Y	N	None
Trap forwarder daemon	Y	Y	None
Policy-Based Networking	Y	Y	None
SMF	Y	Y	None
TN3270 subagent	Y	Y	None

Table 39 lists security functions.

Table 39. Security functions

Security functions	IPv4 support	IPv6 support	Comments
IPSec	Y	Y	None
IP filtering	Y	Y	None
IKE daemon	Y	Y	None
NAT traversal	Y	N	None
Network Access Control	Y	Y	None
Stack and Port Access Control	Y	Y	None
Application Transparent TLS	Y	Y	None
Intrusion Detection Services	Y	Y	None

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## Applications not enabled for IPv6

Some applications are not enabled for IPv6. These applications are listed in Table 40, Table 41, and Table 42.

*Table 40. Server applications not enabled for IPv6*

Server applications	IPv4 support	IPv6 support
SMTPPROC/NJE server	Y	N
Rlogind server	Y	N
MVS Miscellaneous server	Y	N
Popper	Y	N
MVS LPD server	Y	N
TIMED server	Y	N
NCS LLBD and GLBD servers	Y	N
ONC/RPC MVS portmapper	Y	N
ONC/RPC UNIX portmapper	Y	N
NCROUTE	Y	N
NPF	Y	N
RSVP daemon	Y	N

*Table 41. Client applications not enabled for IPv6*

Client applications	IPv4 support	IPv6 support
TSO TELNET client	Y	N
TSO LPR client	Y	N

*Table 42. Command-type applications not enabled for IPv6*

Command-type applications	IPv4 support	IPv6 support
TSO DIG	Y	N
TSO LPRM	Y	N
TSO NSLOOKUP	Y	N
TSO RPCINFO	Y	N
UNIX <b>dig</b>	Y	N
UNIX <b>host</b>	Y	N
UNIX <b>hostname</b>	Y	N
UNIX <b>rpcinfo</b>	Y	N



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## Appendix B. Related protocol specifications

This appendix lists the related protocol specifications (RFCs) for TCP/IP. The Internet Protocol suite is still evolving through requests for comments (RFC). New protocols are being designed and implemented by researchers and are brought to the attention of the Internet community in the form of RFCs. Some of these protocols are so useful that they become recommended protocols. That is, all future implementations for TCP/IP are recommended to implement these particular functions or protocols. These become the *de facto* standards, on which the TCP/IP protocol suite is built.

You can request RFCs through electronic mail, from the automated Network Information Center (NIC) mail server, by sending a message to `service@nic.ddn.mil` with a subject line of RFC *nnnn* for text versions or a subject line of RFC *nnnn*.PS for PostScript versions. To request a copy of the RFC index, send a message with a subject line of RFC INDEX.

For more information, contact `nic@nic.ddn.mil` or at:

Government Systems, Inc.  
Attn: Network Information Center  
14200 Park Meadow Drive  
Suite 200  
Chantilly, VA 22021

Hard copies of all RFCs are available from the NIC, either individually or by subscription. Online copies are available at the following Web address:  
<http://www.rfc-editor.org/rfc.html>.

Draft RFCs that have been implemented in this and previous Communications Server releases are listed at the end of this topic.

Many features of TCP/IP Services are based on the following RFCs:

RFC	Title and Author
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<b>RFC 652</b>	
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	<i>Telnet output carriage-return disposition option</i> D. Crocker
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<b>RFC 653</b>	
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	<i>Telnet output horizontal tabstops option</i> D. Crocker
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<b>RFC 654</b>	
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	<i>Telnet output horizontal tab disposition option</i> D. Crocker
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<b>RFC 655</b>	
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	<i>Telnet output formfeed disposition option</i> D. Crocker
--	---

<b>RFC 657</b>	
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	<i>Telnet output vertical tab disposition option</i> D. Crocker
--	---

<b>RFC 658</b>	
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	<i>Telnet output linefeed disposition</i> D. Crocker
--	--

<b>RFC 698</b>	
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	<i>Telnet extended ASCII option</i> T. Mock
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- RFC 727**  
*Telnet logout option* M.R. Crispin
- RFC 732**  
*Telnet Data Entry Terminal option* J.D. Day
- RFC 733**  
*Standard for the format of ARPA network text messages* D. Crocker, J. Vittal, K.T. Pogran, D.A. Henderson
- RFC 734**  
*SUPDUP Protocol* M.R. Crispin
- RFC 735**  
*Revised Telnet byte macro option* D. Crocker, R.H. Gumpertz
- RFC 736**  
*Telnet SUPDUP option* M.R. Crispin
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*Telnet SUPDUP—Output option* B. Greenberg
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*File Transfer Protocol specification* J. Postel
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*User Datagram Protocol* J. Postel
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*Telnet send-location option* E. Killian
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*Internet Protocol* J. Postel
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*Internet Control Message Protocol* J. Postel
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*Simple Mail Transfer Protocol* J. Postel
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*Telnet Option Specification* J. Postel, J. Reynolds
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*Telnet Binary Transmission* J. Postel, J. Reynolds
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*Discard Protocol* J. Postel
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*Character Generator Protocol* J. Postel
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*Quote of the Day Protocol* J. Postel
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**RFC 5175**

*IPv6 Router Advertisement Flags Option* B. Haberman, Ed., R. Hinden

**RFC 5282**

*Using Authenticated Encryption Algorithms with the Encrypted Payload of the Internet Key Exchange version 2 (IKEv2) Protocol* D. Black, D. McGrew

**RFC 5996**

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**Internet drafts**

Internet drafts are working documents of the Internet Engineering Task Force (IETF), its areas, and its working groups. Other groups can also distribute working documents as Internet drafts. You can see Internet drafts at <http://www.ietf.org/ID.html>.



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## Appendix C. Accessibility

Publications for this product are offered in Adobe Portable Document Format (PDF) and should be compliant with accessibility standards. If you experience difficulties when using PDF files, you can view the information through the z/OS Internet Library website or IBM Knowledge Center. If you continue to experience problems, send an email to [mhvrdfs@us.ibm.com](mailto:mhvrdfs@us.ibm.com) or write to:

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Accessibility features help a user who has a physical disability, such as restricted mobility or limited vision, to use software products successfully. The major accessibility features in z/OS enable users to:

- Use assistive technologies such as screen readers and screen magnifier software
- Operate specific or equivalent features using only the keyboard
- Customize display attributes such as color, contrast, and font size

### Using assistive technologies

Assistive technology products, such as screen readers, function with the user interfaces found in z/OS. Consult the assistive technology documentation for specific information when using such products to access z/OS interfaces.

### Keyboard navigation of the user interface

Users can access z/OS user interfaces using TSO/E or ISPF. See z/OS TSO/E Primer, z/OS TSO/E User's Guide, and z/OS ISPF User's Guide Vol I for information about accessing TSO/E and ISPF interfaces. These guides describe how to use TSO/E and ISPF, including the use of keyboard shortcuts or function keys (PF keys). Each guide includes the default settings for the PF keys and explains how to modify their functions.

### z/OS information

z/OS information is accessible using screen readers with the BookServer or Library Server versions of z/OS books in the Internet library at [www.ibm.com/systems/z/os/zos/bkserv/](http://www.ibm.com/systems/z/os/zos/bkserv/).



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## Bibliography

This bibliography contains descriptions of the documents in the z/OS Communications Server library.

z/OS Communications Server documentation is available in the following forms:

- Online at the z/OS Internet Library web page at [www.ibm.com/systems/z/os/zos/bkserv/](http://www.ibm.com/systems/z/os/zos/bkserv/)
- In softcopy on CD-ROM collections. See “Softcopy information” on page xiv.

### z/OS Communications Server library updates

An index to z/OS Communications Server book updates is at <http://www.ibm.com/support/docview.wss?uid=swg21178966>. Updates to documents are also available on RETAIN® and in information APARs (info APARs). Go to <http://www.ibm.com/software/network/commserver/zos/support> to view information APARs.

### z/OS Communications Server information

z/OS Communications Server product information is grouped by task in the following tables.

#### Planning

Title	Number	Description
z/OS Communications Server: New Function Summary	GC27-3664	This document is intended to help you plan for new IP or SNA function, whether you are migrating from a previous version or installing z/OS for the first time. It summarizes what is new in the release and identifies the suggested and required modifications needed to use the enhanced functions.
z/OS Communications Server: IPv6 Network and Application Design Guide	SC27-3663	This document is a high-level introduction to IPv6. It describes concepts of z/OS Communications Server's support of IPv6, coexistence with IPv4, and migration issues.

#### Resource definition, configuration, and tuning

Title	Number	Description
z/OS Communications Server: IP Configuration Guide	SC27-3650	This document describes the major concepts involved in understanding and configuring an IP network. Familiarity with the z/OS operating system, IP protocols, z/OS UNIX System Services, and IBM Time Sharing Option (TSO) is recommended. Use this document with the z/OS Communications Server: IP Configuration Reference.

Title	Number	Description
z/OS Communications Server: IP Configuration Reference	SC27-3651	This document presents information for people who want to administer and maintain IP. Use this document with the z/OS Communications Server: IP Configuration Guide. The information in this document includes: <ul style="list-style-type: none"> <li>• TCP/IP configuration data sets</li> <li>• Configuration statements</li> <li>• Translation tables</li> <li>• Protocol number and port assignments</li> </ul>
z/OS Communications Server: SNA Network Implementation Guide	SC27-3672	This document presents the major concepts involved in implementing an SNA network. Use this document with the z/OS Communications Server: SNA Resource Definition Reference.
z/OS Communications Server: SNA Resource Definition Reference	SC27-3675	This document describes each SNA definition statement, start option, and macroinstruction for user tables. It also describes NCP definition statements that affect SNA. Use this document with the z/OS Communications Server: SNA Network Implementation Guide.
z/OS Communications Server: SNA Resource Definition Samples	SC27-3676	This document contains sample definitions to help you implement SNA functions in your networks, and includes sample major node definitions.
z/OS Communications Server: IP Network Print Facility	SC27-3658	This document is for systems programmers and network administrators who need to prepare their network to route SNA, JES2, or JES3 printer output to remote printers using TCP/IP Services.

## Operation

Title	Number	Description
z/OS Communications Server: IP User's Guide and Commands	SC27-3662	This document describes how to use TCP/IP applications. It contains requests with which a user can log on to a remote host using Telnet, transfer data sets using FTP, send and receive electronic mail, print on remote printers, and authenticate network users.
z/OS Communications Server: IP System Administrator's Commands	SC27-3661	This document describes the functions and commands helpful in configuring or monitoring your system. It contains system administrator's commands, such as TSO NETSTAT, PING, TRACERTE and their UNIX counterparts. It also includes TSO and MVS commands commonly used during the IP configuration process.
z/OS Communications Server: SNA Operation	SC27-3673	This document serves as a reference for programmers and operators requiring detailed information about specific operator commands.
z/OS Communications Server: Quick Reference	SC27-3665	This document contains essential information about SNA and IP commands.

## Customization

Title	Number	Description
z/OS Communications Server: SNA Customization	SC27-3666	<p>This document enables you to customize SNA, and includes the following information:</p> <ul style="list-style-type: none"> <li>• Communication network management (CNM) routing table</li> <li>• Logon-interpret routine requirements</li> <li>• Logon manager installation-wide exit routine for the CLU search exit</li> <li>• TSO/SNA installation-wide exit routines</li> <li>• SNA installation-wide exit routines</li> </ul>

## Writing application programs

Title	Number	Description
z/OS Communications Server: IP Sockets Application Programming Interface Guide and Reference	SC27-3660	This document describes the syntax and semantics of program source code necessary to write your own application programming interface (API) into TCP/IP. You can use this interface as the communication base for writing your own client or server application. You can also use this document to adapt your existing applications to communicate with each other using sockets over TCP/IP.
z/OS Communications Server: IP CICS Sockets Guide	SC27-3649	This document is for programmers who want to set up, write application programs for, and diagnose problems with the socket interface for CICS using z/OS TCP/IP.
z/OS Communications Server: IP IMS Sockets Guide	SC27-3653	This document is for programmers who want application programs that use the IMS TCP/IP application development services provided by the TCP/IP Services of IBM.
z/OS Communications Server: IP Programmer's Guide and Reference	SC27-3659	This document describes the syntax and semantics of a set of high-level application functions that you can use to program your own applications in a TCP/IP environment. These functions provide support for application facilities, such as user authentication, distributed databases, distributed processing, network management, and device sharing. Familiarity with the z/OS operating system, TCP/IP protocols, and IBM Time Sharing Option (TSO) is recommended.
z/OS Communications Server: SNA Programming	SC27-3674	This document describes how to use SNA macroinstructions to send data to and receive data from (1) a terminal in either the same or a different domain, or (2) another application program in either the same or a different domain.
z/OS Communications Server: SNA Programmer's LU 6.2 Guide	SC27-3669	This document describes how to use the SNA LU 6.2 application programming interface for host application programs. This document applies to programs that use only LU 6.2 sessions or that use LU 6.2 sessions along with other session types. (Only LU 6.2 sessions are covered in this document.)
z/OS Communications Server: SNA Programmer's LU 6.2 Reference	SC27-3670	This document provides reference material for the SNA LU 6.2 programming interface for host application programs.
z/OS Communications Server: CSM Guide	SC27-3647	This document describes how applications use the communications storage manager.

Title	Number	Description
z/OS Communications Server: CMIP Services and Topology Agent Guide	SC27-3646	This document describes the Common Management Information Protocol (CMIP) programming interface for application programmers to use in coding CMIP application programs. The document provides guide and reference information about CMIP services and the SNA topology agent.

## Diagnosis

Title	Number	Description
z/OS Communications Server: IP Diagnosis Guide	GC27-3652	This document explains how to diagnose TCP/IP problems and how to determine whether a specific problem is in the TCP/IP product code. It explains how to gather information for and describe problems to the IBM Software Support Center.
z/OS Communications Server: ACF/TAP Trace Analysis Handbook	GC27-3645	This document explains how to gather the trace data that is collected and stored in the host processor. It also explains how to use the Advanced Communications Function/Trace Analysis Program (ACF/TAP) service aid to produce reports for analyzing the trace data information.
z/OS Communications Server: SNA Diagnosis Vol 1, Techniques and Procedures and z/OS Communications Server: SNA Diagnosis Vol 2, FFST Dumps and the VIT	GC27-3667 GC27-3668	These documents help you identify an SNA problem, classify it, and collect information about it before you call the IBM Support Center. The information collected includes traces, dumps, and other problem documentation.
z/OS Communications Server: SNA Data Areas Volume 1 and z/OS Communications Server: SNA Data Areas Volume 2	GC31-6852 GC31-6853	These documents describe SNA data areas and can be used to read an SNA dump. They are intended for IBM programming service representatives and customer personnel who are diagnosing problems with SNA.

## Messages and codes

Title	Number	Description
z/OS Communications Server: SNA Messages	SC27-3671	This document describes the ELM, IKT, IST, IUT, IVT, and USS messages. Other information in this document includes: <ul style="list-style-type: none"> <li>• Command and RU types in SNA messages</li> <li>• Node and ID types in SNA messages</li> <li>• Supplemental message-related information</li> </ul>
z/OS Communications Server: IP Messages Volume 1 (EZA)	SC27-3654	This volume contains TCP/IP messages beginning with EZA.
z/OS Communications Server: IP Messages Volume 2 (EZB, EZD)	SC27-3655	This volume contains TCP/IP messages beginning with EZB or EZD.
z/OS Communications Server: IP Messages Volume 3 (EZY)	SC27-3656	This volume contains TCP/IP messages beginning with EZY.
z/OS Communications Server: IP Messages Volume 4 (EZZ, SNM)	SC27-3657	This volume contains TCP/IP messages beginning with EZZ and SNM.
z/OS Communications Server: IP and SNA Codes	SC27-3648	This document describes codes and other information that appear in z/OS Communications Server messages.



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# Index

## A

- accessibility 165
- address assignment 72
- address autoconfiguration 1
- address resolution 34
- address states 16
- addressing 7
- advanced socket APIs 107
- AF\_INET6 support, disabling 54
- aggregatable global addresses, unicast 11
- ancillary data 108, 120, 122
- APIs 77
- APIs, advanced 107
- application layer gateway 50
- application support, scope information 136
- authentication, with IPv6 OSPF 24
- autoconfiguration 1, 36
  - stateless 72
- autoconfiguration, stateless address 35
- automation impacts 57

## B

- basic socket API extensions for IPv6
  - address testing macros 90
- Basic socket API extensions for IPv6
  - socket options 91
- BPXPRMxx
  - enabling IPv6 support 62
- broadcast 26

## C

- C sockets 78
- checksum processing for RAW applications 119
- coexistence overview, application 131
- Common INET
  - AF\_INET6 support 53
- Common INET environment 53
  - configuring 55
  - disabling AF\_INET6 support 54
- Communications Server for z/OS, online information xv
- configuration statements 63
- configured tunnels 128

## D

- data stream, including IP addresses 103
- data tracing 70
- default address selection 40
- default address selection policy table
  - overview 41
- default destination address selection 42
- default source address selection 43
- DHCPv6 1
- diagnosing problems
  - IPCS 70
  - tracing 70
- disability 165

- DNS definitions, updating 74
- DNS, guidelines 74
- DNS, online information xvii
- dual-mode stack 48, 49, 52
  - INET environment 53
- dual-mode stack support 1
- dual-mode stacks 54
- duplicate address detection 37
- duplicate address detection (DAD) 33
- Dynamic routing protocols 22

## E

- exits 66
- extension headers 19

## F

- fragmentation 20
  - support 20
- FTP exits 66

## G

- getaddrinfo 83
- gethostbyaddr 88
- gethostbyname 83
- getnameinfo 88
- getservbyname 83
- getservbyport 88

## H

- header format 1
- hierarchical addressing 1
- hierarchical addressing and routing infrastructure 1
- hop limit options 122
- host names, defining 74

## I

- IBM Software Support Center, contacting xii
- ICMP considerations 125
- ICMPv6 26
- inetd 66
- inetd.conf file 67
- Information APARs xiii
- interface ID 72
- interface identifiers
  - IPv6 unicast address 13
- Internet, finding z/OS information online xv
- IP addresses, impermanence 103
- IP header format 1
- IPAQENET6 interface type 71
- IPAQIDIO6 interface type 71
- IPPROTO\_IPV6 level 108
- IPv4 and dual-mode stacks 49
- IPv4 and IPv6 48
- IPv4 environment 47

- IPv4 TCP server program 103
- IPv4-mapped IPv6 address 12
- IPv4-only stack 51
  - INET environment 52
- IPv4-only stacks 54
- IPv6
  - address space 1
  - applications not enabled 140
  - routing and addressing 1
  - supported standards 135
  - z/OS-specific features 137
- IPv6 address
  - anycast 16
  - categories 10
  - model 9
  - multicast 14
  - textual representation 7
  - types 8
  - unicast 11
- IPv6 address preference
  - configuring 46
  - displaying 47
- IPv6 address space 8
- IPv6 address states 16
- IPv6 addresses 16, 101
- IPv6 and IPv4 characteristics, comparison 4
- IPv6 header 1
  - header options 2
- IPv6 interface identifiers 13
- IPv6 packet header 107
- IPv6 prefix
  - textual representation 8
- IPv6 temporary addresses
  - configuring a client application 39
  - configuring TCP/IP stack to generate 38
  - displaying information 40
  - using for security issues 37
- IPv6-only stack 52
- IPv6, enabling applications 97

## K

- keyboard 165

## L

- license, patent, and copyright information 167
- link-layer device support 137
- link-local addresses 12
- local-use address, unicast 12
- loopback address, unicast 12

## M

- mainframe
  - education xiii
- migration and coexistence overview, application 131
- migration approaches 132
- migration overview, application 131
- MPCPTP6 interface type 71
- MTU discovery, options 109
- multicast 14
  - groups 15
  - scope 14
- multicast address format 14
- multicast and IPv6, using 102

- Multicast Listener Discovery 26
- multicasting 26
- multipath routes 24

## N

- NAT 51
- NAT-PT 134
- native TCP/IP socket APIs 78
- neighbor discovery (ND) 3, 27
- neighbor node interaction, protocol 3
- neighbor unreachable detection 34
- Netstat 68
- Network address translation (NAT) 51
- network prefix 72

## O

- OMPROUTE 22
- OMPROUTE, guidelines 75
- options, support 2
- orexecd 66
- orshd 66
- otelnetd 66
- outgoing interface, specifying 123
- output format 69

## P

- packet header, controlling the content 107
- packet tracing 70
- packets, controlling sending 111
- path MTU discovery 20
- Ping 70
- Policy Agent 67
- policy table for default address selection
  - configuring 46
  - displaying 47
- policy-based routes 25
- prerequisite information xiii
- proxy 133

## Q

- QoS classification data 119
- QoS policies 67

## R

- RAW applications, checksum processing 119
- RAW sockets 123
- received packets 116
- redirect messages 4
- redirect processing
  - IGNOREREDIRECT on IPCONFIG6 33
- resolver 64
  - configuration files 64
  - search order 64
- resolver and DNS 65
- resolver API processing 100
- RFC (request for comments) 141
  - accessing online xv
- route selection 24
- route timeouts 32
- router advertisements 32

- router advertisements (*continued*)
  - overview 28
  - prefix information option 30
  - route information option 29
- router discovery 21
- routing 20
  - policy-based 25
  - VARY TCPIP,,OBEYFILE command 25
- routing infrastructure 1

## S

- scope 9
  - multicast 14
- scope information 83
- scope information, on host name 136
- scope information, on IP address 136
- scope information, support 60
- scope zones 9
- shortcut keys 165
- SIIT 134
- SMF records 67
- SNA application access 58
- SNMP 68
- socket API extensions 81
- socket API extensions for IPv6
  - address conversion functions 89
  - address families 81
  - design considerations 81
  - interface identification 90
  - name and address resolution functions 83
  - name translation 83
  - Protocol families 81
  - special IP addresses 82
- socket APIs 77, 78
- socket APIs, advanced 107
- socket options and ancillary data, interactions 122
- Sockets Secure (SOCKS) 50
- SOCKS 50, 133
- softcopy information xiii
- source address, options 122
- SOURCEVIPAA, for IPv6 37
- stateless address autoconfiguration 35
- static routes 20
- static routes, guidelines 75
- summary of changes xix
- sysplex support 137

## T

- takeover function, interface 36
- TCP server program enabled for IPv6 104
- TCP/IP
  - online information xv
  - protocol specifications 141
- Technotes xiii
- textual representation
  - IPv6 addresses 7
- Traceroute 70
- trademark information 175
- translation mechanisms 132
  - NAT-PT 134
  - proxy 133
  - SIIT 134
  - SOCKS 133
- tunneling 47

- tunneling (*continued*)
  - 6over4 tunnels 130
  - 6to4 addresses 129
  - configured tunnels 128
  - overview 127

## U

- unspecified address, unicast 12
- user exits 66

## V

- VARY TCPIP,,OBEYFILE command 32
- VIPA 72, 75
  - addresses 37
  - duplicate address detection 37
  - prefixes 37
  - source address selection 45
- VTAM, online information xv

## Z

- z/OS Basic Skills Information Center xiii
- z/OS UNIX Assembler Callable Services 78
- z/OS, documentation library listing 177



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