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# OsmoGGSN User Manual

by Harald Welte

DRAFT

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The Asciidoc source code of this manual can be found at http://git.osmocom.org/osmo-gsm-manuals/

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# 1 Foreword

Digital cellular networks based on the GSM specification were designed in the late 1980s and first deployed in the early 1990s in Europe. Over the last 25 years, hundreds of networks were established globally and billions of subscribers have joined the associated networks.

The technological foundation of GSM was based on multi-vendor interoperable standards, first created by government bodies within CEPT, then handed over to ETSI, and now in the hands of 3GPP. Nevertheless, for the first 17 years of GSM technology, the associated protocol stacks and network elements have only existed in proprietary *black-box* implementations and not as Free Software.

In 2008 Dieter Spaar and I started to experiment with inexpensive end-of-life surplus Siemens GSM BTSs. We learned about the A-bis protocol specifications, reviewed protocol traces and started to implement the BSC-side of the A-bis protocol as something originally called `bs11-abis`. All of this was *just for fun*, in order to learn more and to boldly go where no Free Software developer has gone before. The goal was to learn and to bring Free Software into a domain that despite its ubiquity, had not yet seen any Free / Open Source software implementations.

`bs11-abis` quickly turned into `bsc-hack`, then *OpenBSC* and its *OsmoNITB* variant: A minimal implementation of all the required functionality of an entire GSM network, exposing A-bis towards the BTS. The project attracted more interested developers, and surprisingly quickly also commercial interest, contribution and adoption. This allowed adding support for more BTS models.

After having implemented the network-side GSM protocol stack in 2008 and 2009, in 2010 the same group of people set out to create a telephone-side implementation of the GSM protocol stack. This established the creation of the Osmocom umbrella project, under which OpenBSC and the OsmocomBB projects were hosted.

Meanwhile, more interesting telecom standards were discovered and implemented, including TETRA professional mobile radio, DECT cordless telephony, GMR satellite telephony, some SDR hardware, a SIM card protocol tracer and many others.

Increasing commercial interest particularly in the BSS and core network components has lead the way to 3G support in Osmocom, as well as the split of the minimal *OsmoNITB* implementation into separate and fully featured network components: OsmoBSC, OsmoMSC, OsmoHLR, OsmoMGW and OsmoSTP (among others), which allow seamless scaling from a simple "Network In The Box" to a distributed installation for serious load.

It has been a most exciting ride during the last eight-odd years. I would not have wanted to miss it under any circumstances.

— Harald Welte, Osmocom.org and OpenBSC founder, December 2017.

## 1.1 Acknowledgements

My deep thanks to everyone who has contributed to Osmocom. The list of contributors is too long to mention here, but I'd like to call out the following key individuals and organizations, in no particular order:

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- Sylvain Munaut for always tackling the hardest problems, particularly when it comes closer to the physical layer
- Chaos Computer Club for providing us a chance to run real-world deployments with tens of thousands of subscribers every year
- Bernd Schneider of Netzing AG for funding early ip.access nanoBTS support
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- sysmocom, for hosting and funding a lot of Osmocom development, the annual Osmocom Developer Conference and releasing this manual.

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- WaveMobile Ltd, for many years of sponsoring.

May the source be with you!

— Harald Welte, Osmocom.org and OpenBSC founder, January 2016.

# 2 Preface

First of all, we appreciate your interest in Osmocom software.

Osmocom is a Free and Open Source Software (FOSS) community that develops and maintains a variety of software (and partially also hardware) projects related to mobile communications.

Founded by people with decades of experience in community-driven FOSS projects like the Linux kernel, this community is built on a strong belief in FOSS methodology, open standards and vendor neutrality.

## 2.1 FOSS lives by contribution!

If you are new to FOSS, please try to understand that this development model is not primarily about "free of cost to the GSM network operator", but it is about a collaborative, open development model. It is about sharing ideas and code, but also about sharing the effort of software development and maintenance.

If your organization is benefiting from using Osmocom software, please consider ways how you can contribute back to that community. Such contributions can be many-fold, for example

- sharing your experience about using the software on the public mailing lists, helping to establish best practises in using/operating it,
- providing qualified bug reports, workarounds
- sharing any modifications to the software you may have made, whether bug fixes or new features, even experimental ones
- providing review of patches
- testing new versions of the related software, either in its current "master" branch or even more experimental feature branches
- sharing your part of the maintenance and/or development work, either by donating developer resources or by (partially) funding those people in the community who do.

We're looking forward to receiving your contributions.

## 2.2 Osmocom and sysmocom

Some of the founders of the Osmocom project have established *sysmocom - systems for mobile communications GmbH* as a company to provide products and services related to Osmocom.

sysmocom and its staff have contributed by far the largest part of development and maintenance to the Osmocom mobile network infrastructure projects.

As part of this work, sysmocom has also created the manual you are reading.

At sysmocom, we draw a clear line between what is the Osmocom FOSS project, and what is sysmocom as a commercial entity. Under no circumstances does participation in the FOSS projects require any commercial relationship with sysmocom as a company.

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## 2.3 Corrections

We have prepared this manual in the hope that it will guide you through the process of installing, configuring and debugging your deployment of cellular network infrastructure elements using Osmocom software. If you do find errors, typos and/or omissions, or have any suggestions on missing topics, please do take the extra time and let us know.

## 2.4 Legal disclaimers

### 2.4.1 Spectrum License

As GSM and UMTS operate in licensed spectrum, please always double-check that you have all required licenses and that you do not transmit on any ARFCN or UARFCN that is not explicitly allocated to you by the applicable regulatory authority in your country.



**Warning**
Depending on your jurisdiction, operating a radio transmitter without a proper license may be considered a felony under criminal law!

### 2.4.2 Software License

The software developed by the Osmocom project and described in this manual is Free / Open Source Software (FOSS) and subject to so-called *copyleft* licensing.

Copyleft licensing is a legal instrument to ensure that this software and any modifications, extensions or derivative versions will always be publicly available to anyone, for any purpose, under the same terms as the original program as developed by Osmocom.

This means that you are free to use the software for whatever purpose, make copies and distribute them - just as long as you ensure to always provide/release the *complete and corresponding* source code.

Every Osmocom software includes a file called `COPYING` in its source code repository which explains the details of the license. The majority of programs is released under GNU Affero General Public License, Version 3 (AGPLv3).

If you have any questions about licensing, don't hesitate to contact the Osmocom community. We're more than happy to clarify if your intended use case is compliant with the software licenses.

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# 3 Introduction

## 3.1 Required Skills

Please note that even while the capital expenses of running mobile networks has decreased significantly due to Osmocom software and associated hardware like sysmoBTS, GSM networks are still primarily operated by large GSM operators.

Neither the GSM specification nor the GSM equipment was ever designed for networks to be installed and configured by anyone but professional GSM engineers, specialized in their respective area like radio planning, radio access network, back-haul or core network.

If you do not share an existing background in GSM network architecture and GSM protocols, correctly installing, configuring and optimizing your GSM network will be tough, irrespective whether you use products with Osmocom software or those of traditional telecom suppliers.

GSM knowledge has many different fields, from radio planning through site installation to core network configuration/administration.

The detailed skills required will depend on the type of installation and/or deployment that you are planning, as well as its associated network architecture. A small laboratory deployment for research at a university is something else than a rural network for a given village with a handful of cells, which is again entirely different from an urban network in a dense city.

Some of the useful skills we recommend are:

- general understanding about RF propagation and path loss in order to estimate coverage of your cells and do RF network planning.
- general understanding about GSM network architecture, its network elements and key transactions on the Layer 3 protocol
- general understanding about voice telephony, particularly those of ISDN heritage (Q.931 call control)
- understanding of GNU/Linux system administration and working on the shell
- understanding of TCP/IP networks and network administration, including tcpdump, tshark, wireshark protocol analyzers.
- ability to work with text based configuration files and command-line based interfaces such as the VTY of the Osmocom network elements

## 3.2 Getting assistance

If you do have a support package / contract with sysmocom (or want to get one), please contact support@sysmocom.de with any issues you may have.

If you don't have a support package / contract, you have the option of using the resources put together by the Osmocom community at https://projects.osmocom.org/, checking out the wiki and the mailing-list for community-based assistance. Please always remember, though: The community has no obligation to help you, and you should address your requests politely to them. The information (and software) provided at osmocom.org is put together by volunteers for free. Treat them like a friend whom you're asking for help, not like a supplier from whom you have bought a service.

If you would like to obtain professional/commercial support on Osmocom CNI, you can always reach out to sales@sysmocom.de to discuss your support needs. Purchasing support from sysmocom helps to cover the ongoing maintenance of the Osmocom CNI software stack.

# 4 Overview

## 4.1 About OsmoGGSN

OsmoGGSN is a Free / Open Source Software implementation of the GPRS GGSN (Gateway GPRS support node) element in side the packet switched core network of 2G and 3G cellular networks.

The GGSN function is the tunnel endpoint on the core network side, from where the external (IP) packet data network

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## 4.2 Software Components

### 4.2.1 GTP Implementation (libgtp)

The OsmoGGSN source code includes a shared library implementation of the GTP protocol used on the GGSN-SGSN interface. This library and associated header files are installed system-wide and are available to other programs/applications.

In fact, libgtp is what the OsmoSGSN also uses for its use of GTP.

### 4.2.2 sgsnemu

In order to test OsmoGGSN without running a SGSN and other elements of a cellular network, there is a small command-line utility called **sgsnemu** which is able to simulate the customary operations of a SGSN towards the GGSN, such as a PDP Context Activation.

**sgsnemu** can even be used for testing against other GGSNs, as the GTP protocol is standardized across implementations.

### 4.2.3 osmo-ggsn

**osmo-ggsn** is the actual name of the OsmoGGSN executable program. It implements the GGSN functionality. All parameters are set using the configuration file, by default located in **./osmo-ggsn.cfg**

### 4.2.4 systemd service file

In **contrib/osmo-ggsn.service** you can find a sample service file for OsmoGGSN which can be used with systemd.

## 4.3 Limitations

OsmoGGSN supports both GTP0 (GSM 09.60) and GTP1 (3GPP 29.060). In the following tables the support of each individual message type is detailed. The numbers before each feature indicates the relevant section in the standard.

### 4.3.1 GSM 09.60 (GTPv0)

| Feature | gtplib | osmo-ggsn | sgsnemu | notes |
|---|---|---|---|---|
| **7.4 Path Management Messages** | | | | |
| 7.4.1 Echo Request | Supported | Supported | Supported | |
| 7.4.2 Echo Response | Supported | Supported | Supported | |
| 7.4.3 Version Not Supported | Supported | Supported | Supported | |
| **7.5 Tunnel Management Messages** | | | | |
| 7.5.1 Create PDP Context Request | Supported | Supported | Supported | |
| 7.5.2 Create PDP Context Response | Supported | Supported | Supported | |
| 7.5.3 Update PDP Context Request | Supported | Supported | Not | |
| 7.5.4 Update PDP Context Response | Supported | Supported | Not | |
| 7.5.5 Delete PDP Context Request | Supported | Supported | Supported | |
| 7.5.6 Delete PDP Context Response | Supported | Supported | Supported | |
| 7.5.7 Create AA PDP Context Request | Unsupported | Unsupported | Unsupported | |
| 7.5.8 Create AA PDP Response | Unsupported | Unsupported | Unsupported | |
| 7.5.9 Delete AA PDP Context Request | Unsupported | Unsupported | Unsupported | |
| 7.5.10 Delete AA PDP Context Response | Unsupported | Unsupported | Unsupported | |
| 7.5.11 Error Indication | Supported | Supported | Supported | |
| 7.5.12 PDU Notification Request | Unsupported | Unsupported | Unsupported | |
| 7.5.13 PDU Notification Response | Unsupported | Unsupported | Unsupported | |
| 7.5.14 PDU Notification Reject Request | Unsupported | Unsupported | Unsupported | |

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| Feature | gtplib | osmo-ggsn | sgsnemu | notes |
|---|---|---|---|---|
| 7.5.15 PDU Notification Reject Response | Unsupported | Unsupported | Unsupported | |
| **7.6 Location Management Messages** | | | | |
| 7.6.1 Send Routeing Information for GPRS Request | Unsupported | Unsupported | Not applicable | |
| 7.6.2 Send Routeing Information for GPRS Response | Unsupported | Unsupported | Not applicable | |
| 7.6.3 Failure Report Request | Unsupported | Unsupported | Not applicable | |
| 7.6.3 Failure Report Response | Unsupported | Unsupported | Not applicable | |
| 7.6.5 Note MS GPRS Present Request | Unsupported | Unsupported | Not applicable | |
| 7.6.6 Note MS GPRS Present Response | Unsupported | Unsupported | Not applicable | |
| **7.5 Mobility Management Messages** | | | | |
| 7.5.1 Identification Request | Unsupported | Not applicable | Not applicable | |
| 7.5.2 Identification Response | Unsupported | Not applicable | Not applicable | |
| 7.5.3 SGSN Context Request | Unsupported | Not applicable | Not applicable | |
| 7.5.4 SGSN Context Response | Unsupported | Not applicable | Not applicable | |
| 7.5.5 SGSN Context Acknowledge | Unsupported | Not applicable | Not applicable | |

#### 4.3.2 3GPP 29.060 (GTPv1)

| Feature | gtplib | osmo-ggsn | sgsnemu | notes |
|---|---|---|---|---|
| **7.2 Path Management Messages** | | | | |
| 7.2.1 Echo Request | Supported | Supported | Supported | |
| 7.2.2 Echo Response | Supported | Supported | Supported | |
| 7.2.3 Version Not Supported | Supported | Supported | Supported | |
| 7.2.4 Extension Headers Notification | Supported | Supported | Supported | |
| **7.3 Tunnel Management Messages** | | | | |
| 7.3.1 Create PDP Context Request | Supported | Supported | Supported | 1 |
| 7.3.2 Create PDP Context Response | Supported | Supported | Supported | |
| 7.3.3 Update PDP Context Request | Supported | Supported | Not applicable | 1 |
| 7.3.4 Update PDP Context Response | Supported | Supported | Not applicable | |
| 7.3.5 Delete PDP Context Request | Supported | Supported | Supported | |
| 7.3.6 Delete PDP Context Response | Supported | Supported | Supported | |
| 7.3.7 Error Indication | Supported | Supported | Supported | |
| 7.3.8 PDU Notification Request | Unsupported | Unsupported | Unsupported | |
| 7.3.9 PDU Notification Response | Unsupported | Unsupported | Unsupported | |
| 7.3.10 PDU Notification Reject Request | Unsupported | Unsupported | Unsupported | |
| 7.3.10 PDU Notification Reject Response | Unsupported | Unsupported | Unsupported | |
| **7.4 Location Management Messages** | | | | |
| 7.4.1 Send Routeing Information for GPRS Request | Unsupported | Unsupported | Not applicable | |
| 7.4.2 Send Routeing Information for GPRS Response | Unsupported | Unsupported | Not applicable | |
| 7.4.3 Failure Report Request | Unsupported | Unsupported | Not applicable | |
| 7.4.3 Failure Report Response | Unsupported | Unsupported | Not applicable | |
| 7.4.5 Note MS GPRS Present Request | Unsupported | Unsupported | Not applicable | |
| 7.4.6 Note MS GPRS Present Response | Unsupported | Unsupported | Not applicable | |
| **7.5 Mobility Management Messages** | | | | |
| 7.5.1 Identification Request | Unsupported | Not applicable | Not applicable | |
| 7.5.2 Identification Response | Unsupported | Not applicable | Not applicable | |
| 7.5.3 SGSN Context Request | Unsupported | Not applicable | Not applicable | |
| 7.5.4 SGSN Context Response | Unsupported | Not applicable | Not applicable | |
| 7.5.5 SGSN Context Acknowledge | Unsupported | Not applicable | Not applicable | |
| 7.5.6 Forward Relocation Request | Unsupported | Not applicable | Not applicable | |
| 7.5.7 Forward Relocation Response | Unsupported | Not applicable | Not applicable | |
| 7.5.8 Forward Relocation Complete | Unsupported | Not applicable | Not applicable | |
| 7.5.9 Relocation Cancel Request | Unsupported | Not applicable | Not applicable | |
| 7.5.10 Relocation Cancel Response | Unsupported | Not applicable | Not applicable | |
| 7.5.11 Forward Relocation Complete | Unsupported | Not applicable | Not applicable | |

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| Feature | gtplib | osmo-ggsn | sgsnemu | notes |
|---|---|---|---|---|
| 7.5.12 Forward SRNS Context Acknowledge | Unsupported | Not applicable | Not applicable | |
| 7.5.13 Forward SRNS Context | Unsupported | Not applicable | Not applicable | |

Notes

1) The "Secondary PDP Context Activation Procedure" is not supported.

# 5 Running OsmoGGSN

The OsmoGGSN executable (`osmo-ggsn`) offers the following command-line arguments:

## 5.1 SYNOPSIS

**osmo-ggsn** [-hl-V] [-D] [-c *CONFIGFILE*]

## 5.2 OPTIONS

**-h, --help**
Print a short help message about the supported options

**-V, --version**
Print the compile-time version number of the program

**-D, --daemonize**
Fork the process as a daemon into background.

**-c, --config-file *CONFIGFILE***
Specify the file and path name of the configuration file to be used. If none is specified, use `osmo-ggsn.cfg` in the current working directory.

## 5.3 Routing

Operating the OpenGGSN tun device naturally creates a network setup with multiple interfaces. Consider:

- Typical Linux setups prevent forwarding of packets between separate interfaces by default. To let subscribers reach the internet uplink from the tun device, it may be required to enable IP forwarding.
- Having a locally defined address range assigned to the tun device requires either sensible routing for this address range, or that masquerading is enabled to allow your single uplink IP address to "proxy" for the tun.

These are decisions to be made on a network administration level.

In a trivial case where you have a single box serving GPRS to few subscribers on an arbitrary IP address range not known in the larger network, the easiest way to enable GPRS uplink would be to enable IP forwarding and masquerading.

To manually enable IPv4 forwarding and masquerading ad-hoc, you can do:

```
sh -c "echo 1 > /proc/sys/net/ipv4/ip_forward"
nft 'add rule ip nat postrouting oifname "\*" counter masquerade'
```

(You may want to replace `*` with the network device name, like `-o eth0`)

There are various ways to enable these settings persistently, please refer to your distribution's documentation — e.g. look for @net.ipv4.ip_forward=1@ in @/etc/sysctl.d/@, and https://wiki.debian.org/nftables for masquerading.

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## 5.4 MTU considerations

When running OsmoGGSN, the user may want to take network Maximum Transmission Unit (MTU) into consideration, and configure it based on network specific setup.

Applying and announcing a proper MTU provides, for the MS employing it, reduced transmission overhead (ie. due to IP fragmentation) and avoids potential problems due to misconfigured nodes in the path (e.g. ICMP packet filtering).

In OsmoGGSN, the MTU can be configured per APN through the VTY, see Section 6. If told so by the config, osmo-ggsn will apply the MTU on the APN network interface.

### 5.4.1 MTU announced to MS

The configured MTU is also announced to the MS through:

- IPv4 APN: GTPv1C Create PDP Context Response, PCO IE "IPv4 Link MTU", 3GPP TS 24.008 Table 10.5.154.
- IPv6 APN: ICMPv6 Routing Advertisement during IPv6 SLAAC procedure, RFC 4861.

---

**Note**
It is up to the MS to request and use the link MTU size provided by the network. Hence, providing an MTU size does not guarantee that there will be no packets larger than the provided value.

---

### 5.4.2 GTP-U tunnel overhead

OsmoGGSN is encapsulating traffic over GTP-U, it means the packets being received, encapsulated and transmitted over the tunnel get their size increased by the sum of IP/UDP/GTPv1U headers being prepended:

- IP: IPv4 headers can take up to 60 bytes (due to IPv4 options). IPv6 headers can take up to 40 bytes (assuming no extension headers for IPv6 in general, since they are uncommon). Hence, the 60 bytes of IPv4 are picked since that's greater than the IPv4.
- UDP: The UDP header takes 8 bytes.
- GTPv1U: The GTPv1U header takes 12 bytes, assuming here no extensions headers are used (OsmoGGSN doesn't use them).

Hence, these headers add an overhead of up to `80` bytes, as per the below formula:

```
GTPv1U_OVERHEAD = 60 + 8 + 12 = 80 bytes
```

### 5.4.3 Figuring out optimal MTU value

There is no golden MTU value, since it really depends on the local (and remote) networks where traffic is routed. The idea is finding out a value that:

- Is as big as possible, to avoid need to split big chunks of data into lots of small packets, hence affecting performance due to processing overhead: extra headers being trnasmitted, plus processing of extra packets.
- Is small enough so that it can be transported over the lower layers of the links involving the communication, avoiding IP fragmentation, which again hurts performance.

OsmoGGSN, by default, assumes that traffic is transported over an Ethernet network, which has a standarized maximum MTU of 1500 bytes. Hence, by default it announces an MTU of of `1420` bytes as per the following formula:

```
TUNNEL_MTU = ETH_MTU - GTPv1U_OVERHEAD = 1500 - 80 = 1420 bytes
```

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Under certain networks, the base MTU may already be smaller than Ethernet's MTU (1500 bytes), due to, for instance, existence of some sort of extra tunneling protocol in the path, such as a VPN, ipsec, extra VLAN levels, etc. Under this scenario, the user must take care of figuring out the new base MTU value to use for the calculations presented above. This can be accomplished by packet inspection (eg. `wireshark`) or with tools such as `ping`, running it with a certain packet size and the IPv4 DF bit set, and see up to which packet size the networks is able to forward the message.

**Example: Test if packets of 1420 bytes can reach peer host 176.16.222.4**

```
$ ping -M probe 176.16.222.4 -s 1420
```

## 5.5 Increasing outer MTU

Specifications at IEEE 802.3 establish that standard Ethernet has a maximum MTU of `1500` bytes. However, many Ethernet controllers can nowadays overcome this limit and allow the use of so called *jumbo frames*. The *jumbo frames* maximum MTU varies depending on the implementation, with `9000` bytes being a commonly used limit.

Note that using MTUs over the standarized `1500` bytes by means of *jumbo frames* can create interoperability problems with networks not supporting such frames (eg. forcing of IP packet fragmentation), plus the fact that larger frames consume more Ethernet link transmission time, causing greater delays and increasing latency.

Nevertheless, if the operator:

- is in control of the whole GTP-U path between OsmoGGSN and the MS, and
- has Ethernet NICs supporting MTUs bigger than 1500 or uses any other link layer supporting as well bigger MTUs.

Then, it may be wise for the operator to configure such links with an increased outer MTU so that they can end up transporting GTP-U inner payload of 1500 bytes without fragmentation ocurring.

Hence, following the examples presented on the above sections, one could configure **all the links** which are part of the GTP-U path to use an outer MTU of `1580` bytes, as per the following formula:

```
TUNNEL_MTU = ETH_MTU + GTPv1U_OVERHEAD = 1500 + 80 = 1580 bytes
```

**Example: Setting an MTU of 1580 to network interface eth0 under Linux**

```
ip link set mtu 1580 dev eth0
```

### 5.5.1 TCP MSS Clamping

Usually endpoints use Path MTU Discovery (PMTUD) to determine the maximum MTU to reach the peer. However, this technique may sometimes not be optimal for all users of OsmoGGSN:

- MS may not support requesting and/or configuring the MTU OsmoGGSN announced.
- MS may not support PMTUD on its network stack, or may not have it enabled or may be buggy.
- Network may be misconfigured or some middlebox may be buggy (eg. not forwarding ICMP `Packet Too Big` packets).

Furthermore, PMTUD takes time to figure out the maximum MTU to use, since it relies on sending data and checking if it got lost, and adapting to the fact, reducing efficiency (throughput) of connections or even stalling them completely when big packets are generated.

Hence, it may become useful for the operator of OsmoGGSN to, on top of MTU configuration, also configure its network to tune TCP Maximum Segment Size (MSS) option of TCP connections being established over the GTPv1U tunnel. This will make sure at least TCP connections can use the full capacity of the path MTU without passing its imit.

The MSS TCP option is an optional parameter in the TCP header sent during TCP initial handshake (`SYN`, `SYN/ACK`) that specifies the maximum amount of bytes of TCP payload a TCP chunk may transport. The MSS value doesn't count the underlaying IP/TCP headers.

Hence, following up on MTU size calculations from previous section, with a sample GTPv1U MTU of 1420 bytes and IP header of 60 bytes, plus taking into account that TCP header can span up to 56 bytes, we'd get to an MSS value of:

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```
MSS = TUNNEL_MTU - IP_HDR - TCP_HDR = 1420 - 60 - 56 = 1304
```

In linux, the MSS of TCP connections can be clamped using nftables:

```
nft 'add rule ip nat prerouting iifname "apn0" tcp flags syn / syn,rst counter tcp option  ↩
    maxseg size set 1304'
nft 'insert rule ip nat postrouting oifname "apn0" tcp flags syn / syn,rst counter tcp  ↩
    option maxseg size set 1304'
nft 'add rule ip6 nat prerouting iifname "apn0" tcp flags syn / syn,rst counter tcp option  ↩
    maxseg size set 1304'
nft 'insert rule ip6 nat postrouting oifname "apn0" tcp flags syn / syn,rst counter tcp  ↩
    option maxseg size set 1304'
```

#### 5.5.2 Further Reading

Check the following specs regarding MTU in 3GPP mobile networks:

- 3GPP TS 29.061 section 11.2.1.5
- 3GPP TS 290.060 section 13.2 IP Fragmentation
- 3GPP TS 25.414 section 6.1.3.3
- 3GPP TS 23.060 section 9.3, Annex C
- 3GPP TS 24.008 (PCO IPv4 MTU)
- RFC 4861 (IPv6 Router Advertisement)

### 5.6 Multiple instances

Running multiple instances of `osmo-ggsn` is possible if all GGSN instances are binding to different local IP addresses and all other interfaces (VTY, CTRL) are separated using the appropriate configuration options. The IP based interfaces are binding to local host by default. In order to separate the processes, the user has to bind those services to specific but different IP addresses.

The VTY and the control interface can be bound to IP addresses from the loopback address range.

**Example: Binding VTY and control interface to a specific ip-address**

```
line vty
 bind 127.0.0.2
ctrl
 bind 127.0.0.2
```

Also make sure to place each instance's GTP bind on a separate IP address (GTP uses a port number that is fixed in the GTP specifications, so it will not be possible to pick differing ports on the same IP address), like:

```
ggsn ggsn0
 gtp bind-ip 127.0.0.2
```

### 5.7 GTP-U kernel module



**Warning**
As of writing, IPv6 support for the kernel module has not been upstreamed yet (OS#1952).

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**Warning**
As of writing, it is not possible to configure multiple APNs with gtpu-mode kernel-gpt. This is a limitation in OsmoGGSN, not in the kernel module (OS#6106).

OsmoGGSN has support to use the Linux kernel GTP-U tunnel driver to accelerate the data/user plane while still implementing the control plane (GTP-C) in userspace in OsmoGGSN. The kernel module is included in Linux 4.7.0 and higher. Notably the Debian GNU/Linux distribution has it enabled by default.

In order to use this feature, make sure that your Linux kernel was configured to support it (`CONFIG_GTP=m` or `=y`). Furthermore, `osmo-ggsn` must have been built with `./configure` argument `--enable-gtp-linux` (which requires libgtpnl to be installed).

Load the kernel module with:

```
$ sudo modprobe gtp
```

Then start OsmoGGSN with a configuration file that uses `gtpu-mode kernel-gtp`.

A full example configuration is in `osmo-ggsn-kernel-gtp.cfg`.

```
$ sudo osmo-ggsn -c /usr/share/doc/osmo-ggsn/examples/osmo-ggsn-kernel-gtp.cfg
```

**Example: APN with kernel-gtp**

```
ggsn ggsn0
 gtp state-dir /tmp
 gtp bind-ip 127.0.0.2
 apn internet
  gtpu-mode kernel-gtp
  tun-device tun4
  type-support v4
  ip prefix dynamic 172.16.222.0/24
  ip dns 0 8.8.8.8
  ip dns 1 8.8.4.4
  ip ifconfig 172.16.222.0/24
  no shutdown
```

# 6 Configuring OsmoGGSN

All configuration of OsmoGGSN is performed using the VTY. For more general information on the VTY interface, see Section 7.

## 6.1 Configuring a virtual GGSN instance

OsmoGGSN can run multiple GGSN instances inside one program/process. Each GGSN instance binds to its own transport-layer GTP IP address and has its own set of APNs and associated IP address pools + tun/gtp devices.

In most usage cases, yo will only have a single GGSN instance inside your configuration file, like in below example:

**Example: Single GGSN configuration section**

```
ggsn ggsn0
 gtp state-dir /var/lib/osmocom/osmo-ggsn
 gtp bind-ip 127.0.0.6
 apn internet
  gtpu-mode tun
  tun-device tun4
  type-support v4
```

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```
  mtu default apply
  ip prefix dynamic 176.16.222.0/24
  ip dns 0 192.168.100.1
  ip dns 1 8.8.8.8
  ip ifconfig 176.16.222.0/24
  no shutdown
```

### 6.1.1 Creating/Editing a GGSN instance

Creating/Editing a GGSN instance can be done by the following sequence of VTY commands:

```
OsmoGGSN> enable ❶
OsmoGGSN# configure terminal ❷
OsmoGGSN(config)# ggsn ggsn0 ❸
OsmoGGSN(config-ggsn)# ❹
```

❶ Change into privileged mode

❷ Enter the interactive configuration mode

❸ Create or edit the GGSN instance `ggsn0`. The name can be any ASCII string, its significance is only to the local user.

❹ Your prompt is now in the `ggsn` config node, where you can configure the properties of this GGSN instance.

**NOTE**
After creating a new GGSN instance, it is in `shutdown` mode. See Section 6.2.4 to take it out of shutdown, but make sure to configure it fully before taking it out of shutdown.

### 6.1.2 Configuring a GGSN instance

The following two mandatory configuration statements have to be given for every GGSN instance:

```
OsmoGGSN(config-ggsn)# gtp state-dir /var/lib/osmocom/osmo-ggsn ❶
OsmoGGSN(config-ggsn)# gtp bind-ip 127.0.0.6 ❷
```

❶ Store the GSN restart state in the specified directory

❷ Bind the GGSN instance to the specified local IPv4 address

There are some further configuration statements that can be used at the GGSN node, some examples are given below. For a full list, see the *OsmoGGSN VTY reference manual* [vty-ref-osmoggsn].

```
OsmoGGSN(config-ggsn)# default-apn foobar ❶
```

❶ Configure a default APN to be used if the user-requested APN is not found. The named APN must previously be configured

### 6.1.3 Deleting a GGSN instance

A GGSN instance can be removed like this

**Example: Deleting a GGSN instance**

```
OsmoGGSN> enable ❶
OsmoGGSN# configure terminal ❷
OsmoGGSN(config)# no ggsn ggsn0 ❸
```

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❶ Change into privileged mode

❷ Enter the interactive configuration mode

❸ Delete the GGSN instance

#### 6.1.4 Taking a GGSN instance out of shutdown

**Example: Taking a GGSN instance out of shutdown**

```
OsmoGGSN> enable ❶
OsmoGGSN# configure terminal ❷
OsmoGGSN(config)# ggsn ggsn0 ❸
OsmoGGSN(config-ggsn)# no shutdown ggsn ❹
```

❶ Change into privileged mode

❷ Enter the interactive configuration mode

❸ Enter the config node of the GGSN instance `ggsn0`

❹ Take the GGSN instance out of shutdown

#### 6.1.5 Shutting a GGSN instance down

If you would like to take a GGSN instance out of service, you can put it into shutdown mode. This will make the entire GGSN unavailable to user traffic and permit you to e.g. reconfigure it before taking it out of shutdown again.

**Example: Shutting down a GGSN instance**

```
OsmoGGSN> enable ❶
OsmoGGSN# configure terminal ❷
OsmoGGSN(config)# ggsn ggsn0 ❸
OsmoGGSN(config-ggsn)# shutdown ggsn ❹
```

❶ Change into privileged mode

❷ Enter the interactive configuration mode

❸ Enter the config node of the GGSN instance `ggsn0`

❹ Shut down the GGSN instance

### 6.2 Configuring an Access Point Name

An Access Point Name (APN) represents a connection to an external packet data network, such as the public Internet or private corporate networsk.

APNs are selected by terminals (MS/UE) when establishing PDP contexts.

Each OsmoGGSN GGSN instance can have any number of APNs configured. Each APN is identified by a string name.

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### 6.2.1 Creating/Editing an APN

**Example: Creating a new APN**

```
OsmoGGSN> enable ❶
OsmoGGSN# configure terminal ❷
OsmoGGSN(config)# ggsn ggsn0 ❸
OsmoGGSN(config-ggsn)# apn internet ❹
OsmoGGSN(config-ggsn-apn)# ❺
```

❶ Change into privileged mode

❷ Enter the interactive configuration mode

❸ Enter the config node of the GGSN instance `ggsn0`

❹ Create or Edit an APN called `internet`

❺ Your prompt is now in the `ggsn` config node, where you can configure the properties of this GGSN instance.

**NOTE**
The newly-create APN is created in `shutdown` mode. See Section 6.2.4 to take it out of shutdown.

### 6.2.2 Configuring an APN

**Example: Configuring an APN**

```
OsmoGGSN(config-ggsn-apn)# gtpu-mode tun ❶
OsmoGGSN(config-ggsn-apn)# type-support v4 ❷
OsmoGGSN(config-ggsn-apn)# mtu 1420 apply ❸
OsmoGGSN(config-ggsn-apn)# ip prefix dynamic 176.16.222.0/24 ❹
OsmoGGSN(config-ggsn-apn)# ip dns 0 192.168.100.1 ❺
OsmoGGSN(config-ggsn-apn)# ip dns 1 8.8.8.8 ❻
OsmoGGSN(config-ggsn-apn)# ip ifconfig 176.16.222.0/24 ❼
```

❶ Use the userspace GTP-U handling using a TUN device

❷ Support (only) IPv4 Addresses

❸ Specify MTU to announce to MS. Apply the MTU on the tunnel interface.

❹ Specify the pool of dynamic IPv4 addresses to be allocated to PDP contexts

❺ Specify the primary DNS server to be provided using IPCP/PCO

❻ Specify the secondary DNS server to be provided using IPCP/PCO

❼ Request OsmoGGSN to configure the `tun4` device network/netmask

**NOTE**
If you use the optional `ip ifconfig` command to set the network device address/mask, OsmoGGSN must run with root or `CAP_NET_ADMIN` support. It might be better to configure related tun devices at system startup and run OsmoGGSN as non-privileged user. See Section 6.3 for more details.

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### 6.2.3 Deleting an APN

An APN configuration can be removed like this

**Example: Deleting an APN**

```
OsmoGGSN> enable ❶
OsmoGGSN# configure terminal ❷
OsmoGGSN(config)# ggsn ggsn0 ❸
OsmoGGSN(config-ggsn)# no apn internet ❹
```

❶ Change into privileged mode

❷ Enter the interactive configuration mode

❸ Enter the config node of the GGSN instance `ggsn0`

❹ Delete the APN `internet`

### 6.2.4 Taking an APN out of shutdown

In order to bring a deactived APN in `shutdown` state into active operation, use the `no shutdown` command at the APN node as explained in the following example:

**Example: Taking an APN out of shutdown**

```
OsmoGGSN> enable ❶
OsmoGGSN# configure terminal ❷
OsmoGGSN(config)# ggsn ggsn0 ❸
OsmoGGSN(config-ggsn)# apn internet ❹
OsmoGGSN(config-ggsn-apn)# no shutdown ❺
```

❶ Change into privileged mode

❷ Enter the interactive configuration mode

❸ Enter the config node of the GGSN instance `ggsn0`

❹ Enter the config node of the APN `internet`

❺ Take the APN out of shutdown

### 6.2.5 Shutting an APN down

If you would like to take an APN instance out of service, you can put it into shutdown mode. This will make the APN unavailable to user traffic and permit you to e.g. reconfigure it before taking it out of shutdown again.

**Example: Shutting down an APN**

```
OsmoGGSN> enable ❶
OsmoGGSN# configure terminal ❷
OsmoGGSN(config)# ggsn ggsn0 ❸
OsmoGGSN(config-ggsn)# apn internet ❹
OsmoGGSN(config-ggsn-apn)# shutdown ❺
```

❶ Change into privileged mode

❷ Enter the interactive configuration mode

❸ Enter the config node of the GGSN instance `ggsn0`

❹ Enter the config node of the APN `internet`

❺ Shut down the APN

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## 6.3 Configuring for running without root privileges

It's possible to run OsmoGGSN without root privileges if the tun devices are already configured.

The interface creation + configuration must then happen before osmo-ggsn starting up. This can be achieved by means such as

- a custom shell script run as root before starting osmo-ggsn (e.g. as init script)
- systemd .netdev and .network files, if your system is using systemd-networkd (see `networkctl status`).

### 6.3.1 Manual TUN device creation / configuration

If you chose to go for custom shell/init scripts, you may use the `ip` program which is the standard tool for network interface configuration on Linux, part of the `iproute2` package. In order to create a tun device, you must call it like this:

**Example: iproute2 command to create a tun device**

```
# ip tuntap add dev apn0 mode tun user username group groupname
```

Where *username* and *groupname* correspond to the User and Group that will have ownership over the device, i.e. the privileges which you intend to run osmo-ggsn under, and *apn0* will be the name of the network device created. After creating the interface, you can configure its addresses using standard means like `ip addr add` or your distribution-specific utilities/tools to match the `ip prefix dynamic` config item, and activate the link, for example:

```
# ip addr add 192.168.7.1/24 dev apn0
# ip link set mtu 1420 dev apn0
# ip link set apn0 up
```

### 6.3.2 systemd based TUN device creation+configuration

If you want to have systemd take care of creating and configuring a tun device for you, you can use the below example config files.

**Example: device config via systemd-networkd using apn0.netdev**

```
[NetDev]
Name=apn0 ❶
Kind=tun

[Tun]
User=username ❷
Group=username ❸
```

❶ The network interface name of the newly-created device

❷ The username under which you will run OsmoGGSN

❸ The group name under which you will run OsmoGGSN

**Example: network settings via systemd-networkd using ggsn.network**

```
[Match]
Name=apn0 ❶

[Link]
MTUBytes=1420 ❷

[Network]
Address=192.168.7.1/24 ❸
IPMasquerade=yes ❹
```

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1. The network device name, which must match the one in the apn0.netdev unit file above
2. Requesting systemd to set the MTU for this interface. The MTU of the tun interface should be lower than regular, since it must accommodate the extra IP/UDP/GTPv1U headers.
3. The local IP address configured on the device
4. Requesting systemd to configure IP masquerading for this interface. Depending on your needs, You may not want this if you have proper end-to-end routing set up, and want to have transparent inbound IP access to your GPRS-attached devices.

### 6.3.3 Config Changes

With the tun device pre-configured in one of the ways outlined above, the main changes in your osmo-ggsn.cfg file are:

- remove `ip ifconfig` directive,
- make sure that `no shutdown` is present in the `apn` section as well as `no shutdown ggsn` in the `ggsn` section.

**Example: using externally configured tun device apn0 as non-root**

```
ggsn ggsn0
 gtp state-dir /tmp
 gtp bind-ip 127.0.0.6
 apn internet
  gtpu-mode tun
  tun-device apn0
  type-support v4
  mtu 1420
  ip prefix dynamic 192.168.7.0/24
  ip dns 0 192.168.100.1
  ip dns 1 8.8.8.8
  no shutdown
 default-apn internet
 no shutdown ggsn
```

# 7 The Osmocom VTY Interface

All human interaction with Osmocom software is typically performed via an interactive command-line interface called the *VTY*.

**Note**
Integration of your programs and scripts should **not** be done via the telnet VTY interface, which is intended for human interaction only: the VTY responses may arbitrarily change in ways obvious to humans, while your scripts' parsing will likely break often. For external software to interact with Osmocom programs (besides using the dedicated protocols), it is strongly recommended to use the Control interface instead of the VTY, and to actively request / implement the Control interface commands as required for your use case.

The interactive telnet VTY is used to

- explore the current status of the system, including its configuration parameters, but also to view run-time state and statistics,
- review the currently active (running) configuration,
- perform interactive changes to the configuration (for those items that do not require a program restart),
- store the current running configuration to the config file,

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- enable or disable logging; to the VTY itself or to other targets.

The Virtual Tele Type (VTY) has the concept of *nodes* and *commands*. Each command has a name and arguments. The name may contain a space to group several similar commands into a specific group. The arguments can be a single word, a string, numbers, ranges or a list of options. The available commands depend on the current node. there are various keyboard shortcuts to ease finding commands and the possible argument values.

Configuration file parsing during program start is actually performed the VTY's CONFIG node, which is also available in the telnet VTY. Apart from that, the telnet VTY features various interactive commands to query and instruct a running Osmocom program. A main difference is that during config file parsing, consistent indenting of parent vs. child nodes is required, while the interactive VTY ignores indenting and relies on the *exit* command to return to a parent node.

**Note**
In the *CONFIG* node, it is not well documented which commands take immediate effect without requiring a program restart. To save your current config with changes you may have made, you may use the `write file` command to **overwrite** your config file with the current configuration, after which you should be able to restart the program with all changes taking effect.

This chapter explains most of the common nodes and commands. A more detailed list is available in various programs' VTY reference manuals, e.g. see [vty-ref-osmomsc].

There are common patterns for the parameters, these include IPv4 addresses, number ranges, a word, a line of text and choice. The following will explain the commonly used syntactical patterns:

Table 4: VTY Parameter Patterns

| Pattern | Example | Explanation |
|---|---|---|
| `A.B.C.D` | `127.0.0.1` | An IPv4 address |
| `A.B.C.D/M` | `192.168.1.0/24` | An IPv4 address and mask |
| `X:X::X:X` | `::1` | An IPv6 address |
| `X:X::X:X/M` | `::1/128` | An IPv6 address and mask |
| `TEXT` | `example01` | A single string without any spaces, tabs |
| `.TEXT` | `Some information` | A line of text |
| `(OptionA\|OptionB\|OptionC)` | `OptionA` | A choice between a list of available options |
| `<0-10>` | `5` | A number from a range |

## 7.1 Accessing the telnet VTY

The VTY of a given Osmocom program is implemented as a telnet server, listening to a specific TCP port.

Please see Appendix A to check for the default TCP port number of the VTY interface of the specific Osmocom software you would like to connect to.

As telnet is insecure and offers neither strong authentication nor encryption, the VTY by default only binds to localhost (127.0.0.1) and will thus not be reachable by other hosts on the network.



**Warning**
By default, any user with access to the machine running the Osmocom software will be able to connect to the VTY. We assume that such systems are single-user systems, and anyone with local access to the system also is authorized to access the VTY. If you require stronger security, you may consider using the packet filter of your operating system to restrict access to the Osmocom VTY ports further.

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## 7.2 VTY Nodes

The VTY by default has the following minimal nodes:

**VIEW**
When connecting to a telnet VTY, you will be on the *VIEW* node. As its name implies, it can only be used to view the system status, but it does not provide commands to alter the system state or configuration. As long as you are in the non-privileged *VIEW* node, your prompt will end in a > character.

**ENABLE**
The *ENABLE* node is entered by the `enable` command, from the *VIEW* node. Changing into the *ENABLE* node will unlock all kinds of commands that allow you to alter the system state or perform any other change to it. The *ENABLE* node and its children are signified by a *#* character at the end of your prompt.
You can change back from the *ENABLE* node to the *VIEW* node by using the `disable` command.

**CONFIG**
The *CONFIG* node is entered by the `configure terminal` command from the *ENABLE* node. The config node is used to change the run-time configuration parameters of the system. The prompt will indicate that you are in the config node by a `(config)#` prompt suffix.
You can always leave the *CONFIG* node or any of its children by using the `end` command.
This node is also automatically entered at the time the configuration file is read. All configuration file lines are processed as if they were entered from the VTY *CONFIG* node at start-up.

**Other**
Depending on the specific Osmocom program you are running, there will be few or more other nodes, typically below the *CONFIG* node. For example, the OsmoBSC has nodes for each BTS, and within the BTS node one for each TRX, and within the TRX node one for each Timeslot.

## 7.3 Interactive help

The VTY features an interactive help system, designed to help you to efficiently navigate is commands.

---

**Note**
The VTY is present on most Osmocom GSM/UMTS/GPRS software, thus this chapter is present in all the relevant manuals. The detailed examples below assume you are executing them on the OsmoMSC VTY. They will work in similar fashion on the other VTY interfaces, while the node structure will differ in each program.

---

### 7.3.1 The question-mark (?) command

If you type a single `?` at the prompt, the VTY will display possible completions at the exact location of your currently entered command.

If you type `?` at an otherwise empty command (without having entered even only a partial command), you will get a list of the first word of all possible commands available at this node:

**Example: Typing ? at start of OsmoMSC prompt**

```
OsmoMSC> ❶
  show         Show running system information
  list         Print command list
  exit         Exit current mode and down to previous mode
  help         Description of the interactive help system
  enable       Turn on privileged mode command
  terminal     Set terminal line parameters
  who          Display who is on vty
  logging      Configure logging
  no           Negate a command or set its defaults
  sms          SMS related commands
  subscriber   Operations on a Subscriber
```

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❶ Type `?` here at the prompt, the `?` itself will not be printed.

If you have already entered a partial command, `?` will help you to review possible options of how to continue the command. Let's say you remember that `show` is used to investigate the system status, but you don't remember the exact name of the object. Hitting `?` after typing `show` will help out:

**Example: Typing ? after a partial command**

```
OsmoMSC> show ❶
  version          Displays program version
  online-help      Online help
  history          Display the session command history
  cs7              ITU-T Signaling System 7
  logging          Show current logging configuration
  alarms           Show current logging configuration
  talloc-context   Show talloc memory hierarchy
  stats            Show statistical values
  asciidoc         Asciidoc generation
  rate-counters    Show all rate counters
  fsm              Show information about finite state machines
  fsm-instances    Show information about finite state machine instances
  sgs-connections  Show SGs interface connections / MMEs
  subscriber       Operations on a Subscriber
  bsc              BSC
  connection       Subscriber Connections
  transaction      Transactions
  statistics       Display network statistics
  sms-queue        Display SMSqueue statistics
  smpp          SMPP Interface
```

❶ Type `?` after the `show` command, the `?` itself will not be printed.

You may pick the `bsc` object and type `?` again:

**Example: Typing ? after show bsc**

```
OsmoMSC> show bsc
  <cr>
```

By presenting `<cr>` as the only option, the VTY tells you that your command is complete without any remaining arguments being available, and that you should hit enter, a.k.a. "carriage return".

### 7.3.2 TAB completion

The VTY supports tab (tabulator) completion. Simply type any partial command and press `<tab>`, and it will either show you a list of possible expansions, or completes the command if there's only one choice.

**Example: Use of <tab> pressed after typing only s as command**

```
OsmoMSC> s❶
show       sms        subscriber
```

❶ Type `<tab>` here.

At this point, you may choose `show`, and then press `<tab>` again:

**Example: Use of <tab> pressed after typing show command**

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```
OsmoMSC> show ❶
version    online-help history    cs7        logging    alarms
talloc-context stats      asciidoc   rate-counters fsm        fsm-instances
sgs-connections subscriber bsc        connection transaction statistics
sms-queue smpp
```

❶ Type <tab> here.

### 7.3.3 The `list` command

The `list` command will give you a full list of all commands and their arguments available at the current node:

**Example: Typing list at start of OsmoMSC VIEW node prompt**

```
OsmoMSC> list
  show version
  show online-help
  list
  exit
  help
  enable
  terminal length <0-512>
  terminal no length
  who
  show history
  show cs7 instance <0-15> users
  show cs7 (sua|m3ua|ipa) [<0-65534>]
  show cs7 instance <0-15> asp
  show cs7 instance <0-15> as (active|all|m3ua|sua)
  show cs7 instance <0-15> sccp addressbook
  show cs7 instance <0-15> sccp users
  show cs7 instance <0-15> sccp ssn <0-65535>
  show cs7 instance <0-15> sccp connections
  show cs7 instance <0-15> sccp timers
  logging enable
  logging disable
  logging filter all (0|1)
  logging color (0|1)
  logging timestamp (0|1)
  logging print extended-timestamp (0|1)
  logging print category (0|1)
  logging print category-hex (0|1)
  logging print level (0|1)
  logging print file (0|1|basename) [last]
  logging set-log-mask MASK
  logging level (rll|cc|mm|rr|mncc|pag|msc|mgcp|ho|db|ref|ctrl|smpp|ranap|vlr|iucs|bssap| ↩
      sgs|lglobal|llapd|linp|lmux|lmi|lmib|lsms|lctrl|lgtp|lstats|lgsup|loap|lss7|lsccp|lsua ↩
      |lm3ua|lmgcp|ljibuf|lrspro) (debug|info|notice|error|fatal)
  logging level set-all (debug|info|notice|error|fatal)
  logging level force-all (debug|info|notice|error|fatal)
  no logging level force-all
  show logging vty
  show alarms
  show talloc-context (application|all) (full|brief|DEPTH)
  show talloc-context (application|all) (full|brief|DEPTH) tree ADDRESS
  show talloc-context (application|all) (full|brief|DEPTH) filter REGEXP
  show stats
  show stats level (global|peer|subscriber)
  show asciidoc counters
  show rate-counters
```

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```
  show fsm NAME
  show fsm all
  show fsm-instances NAME
  show fsm-instances all
  show sgs-connections
  show subscriber (msisdn|extension|imsi|tmsi|id) ID
  show subscriber cache
  show bsc
  show connection
  show transaction
  sms send pending
  sms delete expired
  subscriber create imsi ID
  subscriber (msisdn|extension|imsi|tmsi|id) ID sms sender (msisdn|extension|imsi|tmsi|id)  ↩
      SENDER_ID send .LINE
  subscriber (msisdn|extension|imsi|tmsi|id) ID silent-sms sender (msisdn|extension|imsi| ↩
      tmsi|id) SENDER_ID send .LINE
  subscriber (msisdn|extension|imsi|tmsi|id) ID silent-call start (any|tch/f|tch/any|sdcch)
  subscriber (msisdn|extension|imsi|tmsi|id) ID silent-call stop
  subscriber (msisdn|extension|imsi|tmsi|id) ID ussd-notify (0|1|2) .TEXT
  subscriber (msisdn|extension|imsi|tmsi|id) ID ms-test close-loop (a|b|c|d|e|f|i)
  subscriber (msisdn|extension|imsi|tmsi|id) ID ms-test open-loop
  subscriber (msisdn|extension|imsi|tmsi|id) ID paging
  show statistics
  show sms-queue
  logging filter imsi IMSI
  show smpp esme
```

---

**Tip**

Remember, the list of available commands will change significantly depending on the Osmocom program you are accessing, its software version and the current node you're at. Compare the above example of the OsmoMSC *VIEW* node with the list of the OsmoMSC *NETWORK* config node:

---

**Example: Typing list at start of OsmoMSC NETWORK config node prompt**

```
OsmoMSC(config-net)# list
  help
  list
  write terminal
  write file
  write memory
  write
  show running-config
  exit
  end
  network country code <1-999>
  mobile network code <0-999>
  short name NAME
  long name NAME
  encryption a5 <0-3> [<0-3>] [<0-3>] [<0-3>]
  authentication (optional|required)
  rrlp mode (none|ms-based|ms-preferred|ass-preferred)
  mm info (0|1)
  timezone <-19-19> (0|15|30|45)
  timezone <-19-19> (0|15|30|45) <0-2>
  no timezone
  periodic location update <6-1530>
  no periodic location update
```

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#### 7.3.4 The attribute system

The VTY allows to edit the configuration at runtime. For many VTY commands the configuration change is immediately valid but for some commands a change becomes valid on a certain event only. In some cases it is even necessary to restart the whole process.

To give the user an overview, which configuration change applies when, the VTY implemets a system of attribute flags, which can be displayed using the `show` command with the parameter `vty-attributes`

**Example: Typing show vty-attributes at the VTY prompt**

```
OsmoBSC> show vty-attributes
  Global attributes:
    ^  This command is hidden (check expert mode)
    !  This command applies immediately
    @  This command applies on VTY node exit
  Library specific attributes:
    A  This command applies on ASP restart
    I  This command applies on IPA link establishment
    L  This command applies on E1 line update
  Application specific attributes:
    o  This command applies on A-bis OML link (re)establishment
    r  This command applies on A-bis RSL link (re)establishment
    l  This command applies for newly created lchans
```

The attributes are symbolized through a single ASCII letter (flag) and do exist in three levels. This is more or less due to the technical aspects of the VTY implementation. For the user, the level of an attribute has only informative purpose.

The global attributes, which can be found under the same attribute letter in every osmocom application, exist on the top level. The Library specific attributes below are used in various osmocom libraries. Like with the global attributes the attribute flag letter stays the same throughout every osmocom application here as well. On the third level one can find the application specific attributes. Those are unique to each osmocom application and the attribute letters may have different meanings in different osmocom applications. To make the user more aware of this, lowercase letters were used as attribute flags.

The `list` command with the parameter `with-flags` displays a list of available commands on the current VTY node, along with attribute columns on the left side. Those columns contain the attribute flag letters to indicate to the user how the command behaves in terms of how and when the configuration change takes effect.

**Example: Typing list with-flags at the VTY prompt**

```
OsmoBSC(config-net-bts)# list with-flags
  . ...  help
  . ...  list [with-flags]
  . ...  show vty-attributes
  . ...  show vty-attributes (application|library|global)
  . ...  write terminal
  . ...  write file [PATH]
  . ...  write memory
  . ...  write
  . ...  show running-config ❶
  . ...  exit
  . ...  end
  . o..  type (unknown|bs11|nanobts|rbs2000|nokia_site|sysmobts) ❷
  . ...  description .TEXT
  . ...  no description
  . o..  band BAND
  . .r.  cell_identity <0-65535> ❸
  . .r.  dtx uplink [force]
  . .r.  dtx downlink
  . .r.  no dtx uplink
  . .r.  no dtx downlink
  . .r.  location_area_code <0-65535>
  . o..  base_station_id_code <0-63>
```

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```
  . o..  ipa unit-id <0-65534> <0-255>
  . o..  ipa rsl-ip A.B.C.D
  . o..  nokia_site skip-reset (0|1)
  ! ...  nokia_site no-local-rel-conf (0|1) ❹
  ! ...  nokia_site bts-reset-timer  <15-100> ❺
```

❶ This command has no attributes assigned.

❷ This command applies on A-bis OML link (re)establishment.

❸ This command applies on A-bis RSL link (re)establishment.

❹, ❺ This command applies immediately.

There are multiple columns because a single command may be associated with multiple attributes at the same time. To improve readability each flag letter gets a dedicated column. Empty spaces in the column are marked with a dot (".")

In some cases the listing will contain commands that are associated with no flags at all. Those commands either play an exceptional role (interactive commands outside "configure terminal", vty node navigation commands, commands to show / write the config file) or will require a full restart of the overall process to take effect.

### 7.3.5 The expert mode

Some VTY commands are considered relatively dangerous if used in production operation, so the general approach is to hide them. This means that they don't show up anywhere but the source code, but can still be executed. On the one hand, this approach reduces the risk of an accidental invocation and potential service degradation; on the other, it complicates intentional use of the hidden commands.

The VTY features so-called *expert* mode, that makes the hidden commands appear in the interactive help, as well as in the XML VTY reference, just like normal ones. This mode can be activated from the *VIEW* node by invoking the `enable` command with the parameter `expert-mode`. It remains active for the individual VTY session, and gets disabled automatically when the user switches back to the *VIEW* node or terminates the session.

A special attribute in the output of the `list with-flags` command indicates whether a given command is hidden in normal mode, or is a regular command:

**Example: Hidden commands in the output of the list with-flags command**

```
OsmoBSC> enable expert-mode ❶
OsmoBSC# list with-flags
  ...
  ^   bts <0-255> (activate-all-lchan|deactivate-all-lchan) ❷
  ^   bts <0-255> trx <0-255> (activate-all-lchan|deactivate-all-lchan) ❸
  .   bts <0-255> trx <0-255> timeslot <0-7> sub-slot <0-7> mdcx A.B.C.D <0-65535> ❹
  ^   bts <0-255> trx <0-255> timeslot <0-7> sub-slot <0-7> (borken|unused) ❺
  .   bts <0-255> trx <0-255> timeslot <0-7> sub-slot <0-7> handover <0-255> ❻
  .   bts <0-255> trx <0-255> timeslot <0-7> sub-slot <0-7> assignment ❼
  .   bts <0-255> smscb-command (normal|schedule|default) <1-4> HEXSTRING ❽
  ...
```

❶ This command enables the *expert* mode.

❷, ❸, ❺ This is a hidden command (only shown in the *expert* mode).

❹, ❻, ❼, ❽ This is a regular command that is always shown regardless of the mode.

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# 8 libosmocore Logging System

In any reasonably complex software it is important to understand how to enable and configure logging in order to get a better insight into what is happening, and to be able to follow the course of action. We therefore ask the reader to bear with us while we explain how the logging subsystem works and how it is configured.

Most Osmocom Software (like `osmo-bts`, `osmo-bsc`, `osmo-nitb`, `osmo-sgsn` and many others) uses the same common logging system.

This chapter describes the architecture and configuration of this common logging system.

The logging system is composed of

- log targets (where to log),
- log categories (who is creating the log line),
- log levels (controlling the verbosity of logging), and
- log filters (filtering or suppressing certain messages).

All logging is done in human-readable ASCII-text. The logging system is configured by means of VTY commands that can either be entered interactively, or read from a configuration file at process start time.

## 8.1 Log categories

Each sub-system of the program in question typically logs its messages as a different category, allowing fine-grained control over which log messages you will or will not see. For example, in OsmoBSC, there are categories for the protocol layers `rsl`, `rr`, `mm`, `cc` and many others. To get a list of categories interactively on the vty, type: `logging level ?`

## 8.2 Log levels

For each of the log categories (see Section 8.1), you can set an independent log level, controlling the level of verbosity. Log levels include:

**fatal**
Fatal messages, causing abort and/or re-start of a process. This *shouldn't happen*.

**error**
An actual error has occurred, its cause should be further investigated by the administrator.

**notice**
A noticeable event has occurred, which is not considered to be an error.

**info**
Some information about normal/regular system activity is provided.

**debug**
Verbose information about internal processing of the system, used for debugging purpose. This will log the most.

The log levels are inclusive, e.g. if you select *info*, then this really means that all events with a level of at least *info* will be logged, i.e. including events of *notice*, *error* and *fatal*.

So for example, in OsmoBSC, to set the log level of the Mobility Management category to info, you can use the following command: `log level mm info`.

There is also a special command to set all categories as a one-off to a desired log level. For example, to silence all messages but those logged as notice and above issue the command: `log level set-all notice`

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Afterwards you can adjust specific categories as usual.

A similar command is `log level force-all <level>` which causes all categories to behave as if set to log level <level> until the command is reverted with `no log level force-all` after which the individually-configured log levels will again take effect. The difference between `set-all` and `force-all` is that `set-all` actually changes the individual category settings while `force-all` is a (temporary) override of those settings and does not change them.

## 8.3 Log printing options

The logging system has various options to change the information displayed in the log message.

**log color 1**
With this option each log message will log with the color of its category. The color is hard-coded and can not be changed. As with other options a *0* disables this functionality.

**log timestamp 1**
Includes the current time in the log message. When logging to syslog this option should not be needed, but may come in handy when debugging an issue while logging to file.

**log print extended-timestamp 1**
In order to debug time-critical issues this option will print a timestamp with millisecond granularity.

**log print category 1**
Prefix each log message with the category name.

**log print category-hex 1**
Prefix each log message with the category number in hex (<*000b*>).

**log print level 1**
Prefix each log message with the name of the log level.

**log print file 1**
Prefix each log message with the source file and line number. Append the keyword `last` to append the file information instead of prefixing it.

## 8.4 Log filters

The default behavior is to filter out everything, i.e. not to log anything. The reason is quite simple: On a busy production setup, logging all events for a given subsystem may very quickly be flooding your console before you have a chance to set a more restrictive filter.

To request no filtering, i.e. see all messages, you may use: `log filter all 1`

In addition to generic filtering, applications can implement special log filters using the same framework to filter on particular context.

For example in OsmoBSC, to only see messages relating to a particular subscriber identified by his IMSI, you may use: `log filter imsi 262020123456789`

## 8.5 Log targets

Each of the log targets represent certain destination for log messages. It can be configured independently by selecting levels (see Section 8.2) for categories (see Section 8.1) as well as filtering (see Section 8.4) and other options like `logging timestamp` for example.

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### 8.5.1 Logging to the VTY

Logging messages to the interactive command-line interface (VTY) is most useful for occasional investigation by the system administrator.

Logging to the VTY is disabled by default, and needs to be enabled explicitly for each such session. This means that multiple concurrent VTY sessions each have their own logging configuration. Once you close a VTY session, the log target will be destroyed and your log settings be lost. If you re-connect to the VTY, you have to again activate and configure logging, if you wish.

To create a logging target bound to a VTY, you have to use the following command: `logging enable` This doesn't really activate the generation of any output messages yet, it merely creates and attaches a log target to the VTY session. The newly-created target still doesn't have any filter installed, i.e. *all log messages will be suppressed by default*

Next, you can configure the log levels for desired categories in your VTY session. See Section 8.1 for more details on categories and Section 8.2 for the log level details.

For example, to set the log level of the Call Control category to debug, you can use: `log level cc debug`

Finally, after having configured the levels, you still need to set the filter as it's described in Section 8.4.

**Tip**
If many messages are being logged to a VTY session, it may be hard to impossible to still use the same session for any commands. We therefore recommend to open a second VTY session in parallel, and use one only for logging, while the other is used for interacting with the system. Another option would be to use different log target.

To review the current vty logging configuration, you can use: `show logging vty`

### 8.5.2 Logging to the ring buffer

To avoid having separate VTY session just for logging output while still having immediate access to them, one can use `alarms` target. It lets you store the log messages inside the ring buffer of a given size which is available with `show alarms` command.

It's configured as follows:

```
OsmoBSC> enable
OsmoBSC# configure terminal
OsmoBSC(config)# log alarms 98
OsmoBSC(config-log)#
```

In the example above 98 is the desired size of the ring buffer (number of messages). Once it's filled, the incoming log messages will push out the oldest messages available in the buffer.

### 8.5.3 Logging via gsmtap

GSMTAP is normally a pseudo-header format that enables the IP-transport of GSM (or other telecom) protocols that are not normally transported over IP. For example, the most common situation is to enable GSMTAP in OsmoBTS or OsmoPCU to provide GSM-Um air interface capture files over IP, so they can be analyzed in wireshark.

GSMTAP logging is now a method how Osmocom software can also encapsulate its own log output in GSMTAP frames. We're not trying to re-invent rsyslog here, but this is very handy When debugging complex issues. It enables the reader of the pcap file containing GSMTAP logging together with other protocol traces to reconstruct exact chain of events. A single pcap file can then contain both the log output of any number of Osmocom programs in the same timeline of the messages on various interfaces in and out of said Osmocom programs.

It's configured as follows:

```
OsmoBSC> enable
OsmoBSC# configure terminal
OsmoBSC(config)# log gsmtap 192.168.2.3 ❶
OsmoBSC(config-log)#
```

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1. Configure a GSMTAP logging target recording to 192.168.2.3

The hostname/ip argument is optional: if omitted the default 127.0.0.1 will be used. The log strings inside GSMTAP are already supported by Wireshark. Capturing for `port 4729` on appropriate interface will reveal log messages including source file name and line number as well as application. This makes it easy to consolidate logs from several different network components alongside the air frames. You can also use Wireshark to quickly filter logs for a given subsystem, severity, file name etc.

The GSMTAP logging target also has different implementation I/O modes, which can be configured during the VTY "log gmstap" VTY command:

**nonblocking-io**
: Use non-blocking, synchronous I/O. This is the default mode. It will set the GSMTAP source socket as non-blocking, and attempt synchronous write to the UDP socket, discarding a message if the UDP socket's send buffer is full during write.

**blocking-io**
: Use blocking, synchronous I/O. It will use the GSMTAP source socket in blocking mode, and attempt synchronous write to the UDP socket, blocking the entire thread if the UDP socket's send buffer is full during write. This I/O mode should not be used in any osmocom program driven by an event loop (which includes any program using a VTY), since it may block the thread for an unspecified (potentially long or even infinite) amount of time and hence prevent the event loop to run and process events. This I/O mode should only be used under specific circumstances, like debugging a crash, in which case it's interesting to get the logging output to the UDP socket and hence recorded before the program crashes.

**wq**
: Workqueue mode: Use non-blocking, asynchronous I/O. It will set the GSMTAP source socket as non-blocking, and attempt asynchronous write to the UDP socket by means of a work queue driven by the process poll event loop, delaying writing to the UDP socket until there's enough free space in its send buffer. Since the workqueue has a maximum size, messages will be discarded similar to *nonblocking-io* once the UDP socket's send buffer **and** the GSMTAP log target workqueue are full. This I/O mode provides some extra buffering space in the userspace workqueue, at the expense of extra overhead and delay to transmit messages asynchronously waiting for POLLOUT event from the UDP socket.

In any of the I/O modes above, the UDP socket send buffer size of the GSMTAP log target influences where messages may be dropped (*nonblocking-io*|*wq*) or the process blocked (*blocking-io*) whenever a high number of messages or test are transmitted in a short time. For that reason, the GSMTAP log target will attempt to set the `SO_SNDBUF` sockopt of the UDP socket to 4MB. In Linux, the `SO_SNDBUF` value being set on the socket will be trimmed by the kernel to a maximum allowed by sysctl `net.core.wmem_max`. Hence, if you want to be on a safer side minimizing dropping messages or blocking the process (depending on the I/O mode set), make sure sysctl `net.core.wmem_max` on your system is set to `4194304` (4MB) or more.

---

**Note**
Linux Kernel used to have a `net.core.wmem_max` of `212992`(208KB) until recently (2025, a6d4f25888b83b8300aef28d9ee22765c1cc9b34), where it was increased to `4194304` (4MB) .

---

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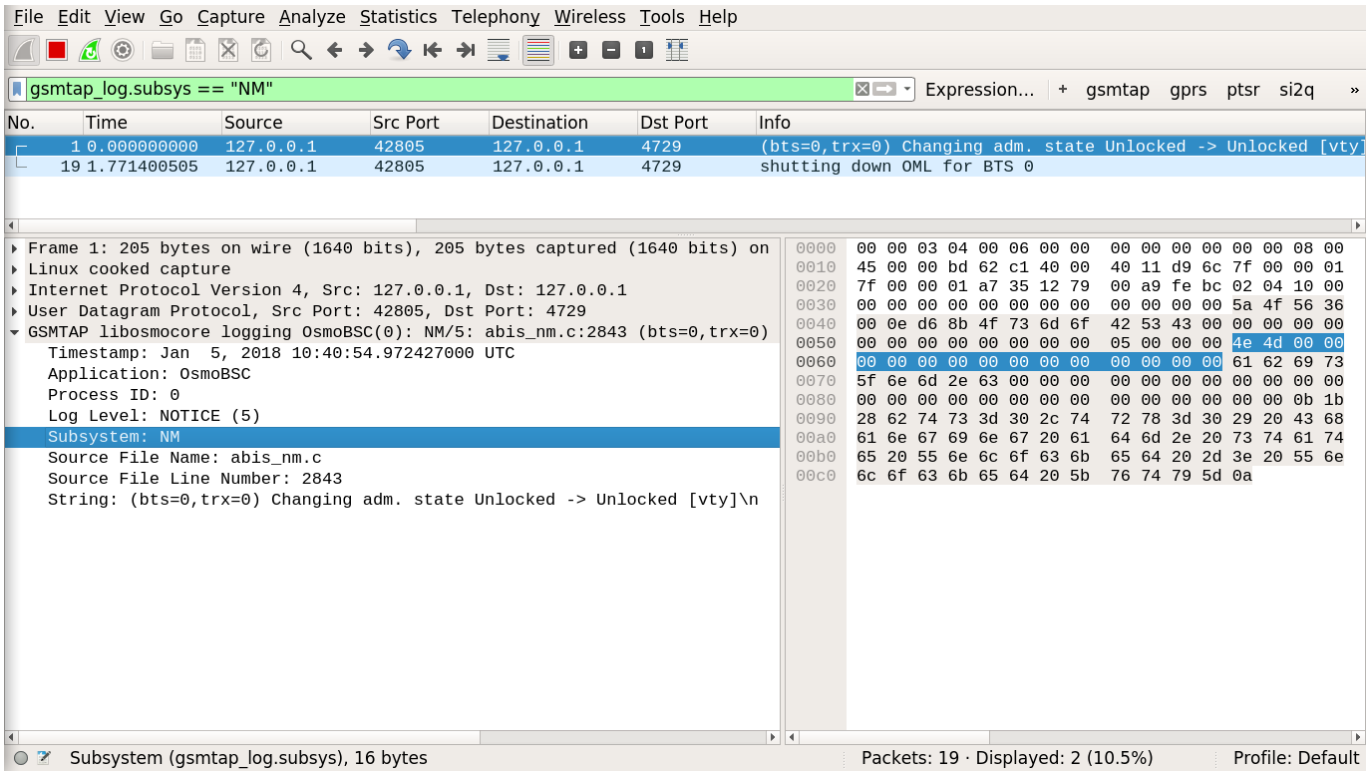



Figure 1: Wireshark with logs delivered over GSMTAP

**Note**

Every time you generate GSMTAP messages and send it to a unicast (non-broadcast/multicast) IP address, please make sure that the destination IP address actually has a socket open on the specified port, or drops the packets in its packet filter. If unicast GSMTAP messages arrive at a closed destination UDP port, the operating system will likely generate ICMP port unreachable messages. Those ICMP messages in turn will, when arriving at the source (the host on which you run the Osmocom software sending GSMTAP), suppress generation of further GSMTAP messages for some time, resulting in incomplete files. In case of doubt, either send GSMTAP to multicast IP addresses, or run something like `nc -l -u -p 4729 > /dev/null` on the destination host to at the GSMTAP port and discard anything arriving at it. If the GSMTAP recording address is identified as a local address, upon creation of the GSMTAP log target, an attempt will be made to create a dummy sink socket to avoid such problems automatically.

### 8.5.4 Logging to a file

As opposed to Logging to the VTY, logging to files is persistent and stored in the configuration file. As such, it is configured in sub-nodes below the configuration node. There can be any number of log files active, each of them having different settings regarding levels / subsystems.

To configure a new log file, enter the following sequence of commands:

```
OsmoBSC> enable
OsmoBSC# configure terminal
OsmoBSC(config)# log file /path/to/my/file ❶
OsmoBSC(config-log)#
```

❶ Configure a file logging target writing to /path/to/my/file

This leaves you at the config-log prompt, from where you can set the detailed configuration for this log file. The available commands at this point are identical to configuring logging on the VTY, they include `logging filter`, `logging level` as well as `logging color` and `logging timestamp`.

The file logging target will by default use a synchronous non-blocking I/O write. If writing cannot be performed synchronously (would block), the message is stored in a workqueue where asynchronous write (driven by poll event loop) will be performed at a later stage. The file logging target can be configured during the VTY `log file` VTY command to perform blocking I/O with the `blocking-io` parameter. This I/O mode should not be used in any osmocom program driven by an event loop (which includes any program using a VTY), since it may block the thread for an unspecified (potentially long or even infinite) amount of time and hence prevent the event loop to run and process events. This I/O mode should only be used under specific circumstances, like debugging a crash, in which case it's interesting to get the logging output to the UDP socket and hence recorded before the program crashes.

**Tip**
Don't forget to use the `copy running-config startup-config` (or its short-hand `write file`) command to make your logging configuration persistent across application re-start.

**Note**
libosmocore provides file close-and-reopen support by SIGHUP, as used by popular log file rotating solutions such as https://github.com/logrotate/logrotate found in most GNU/Linux distributions.

### 8.5.5 Logging to syslog

syslog is a standard for computer data logging maintained by the IETF. Unix-like operating systems like GNU/Linux provide several syslog compatible log daemons that receive log messages generated by application programs.

libosmocore based applications can log messages to syslog by using the syslog log target. You can configure syslog logging by issuing the following commands on the VTY:

```
OsmoBSC> enable
OsmoBSC# configure terminal
OsmoBSC(config)# log syslog daemon
OsmoBSC(config-log)#
```

This leaves you at the config-log prompt, from where you can set the detailed configuration for this log file. The available commands at this point are identical to configuring logging on the VTY, they include `logging filter`, `logging level` as well as `logging color` and `logging timestamp`.

**Note**
Syslog daemons will normally automatically prefix every message with a time-stamp, so you should disable the libosmocore time-stamping by issuing the `logging timestamp 0` command.

### 8.5.6 Logging to systemd-journal

systemd has been adopted by the majority of modern GNU/Linux distributions. Along with various daemons and utilities it provides systemd-journald [1] - a daemon responsible for event logging (syslog replacement). libosmocore based applications can log messages directly to systemd-journald.

The key difference from other logging targets is that systemd based logging allows to offload rendering of the meta information, such as location (file name, line number), subsystem, and logging level, to systemd-journald. Furthermore, systemd allows to attach arbitrary meta fields to the logging messages [2], which can be used for advanced log filtering.

[1] https://www.freedesktop.org/software/systemd/man/systemd-journald.service.html [2] https://www.freedesktop.org/software/-systemd/man/systemd.journal-fields.html

It was decided to introduce libsystemd as an optional dependency, so it needs to be enabled explicitly at configure/build time:

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```
$ ./configure --enable-systemd-logging
```

**Note**
Recent libosmocore packages provided by Osmocom for Debian and CentOS are compiled **with** libsystemd (https://gerrit.osmocom.org/c/libosmocore/+/22651).

You can configure systemd based logging in two ways:

**Example: systemd-journal target with offloaded rendering**

```
log systemd-journal raw ❶
 logging filter all 1
 logging level set-all notice
```

❶ `raw` logging handler, rendering offloaded to systemd.

In this example, logging messages will be passed to systemd without any meta information (time, location, level, category) in the text itself, so all the printing parameters like `logging print file` will be ignored. Instead, the meta information is passed separately as *fields* which can be retrieved from the journal and rendered in any preferred way.

```
# Show Osmocom specific fields
$ journalctl --fields | grep OSMO

# Filter messages by logging subsystem at run-time
$ journalctl OSMO_SUBSYS=DMSC -f

# Render specific fields only
$ journalctl --output=verbose \
        --output-fields=SYSLOG_IDENTIFIER,OSMO_SUBSYS,CODE_FILE,CODE_LINE,MESSAGE
```

See `man 7 systemd.journal-fields` for a list of default fields, and `man 1 journalctl` for general information and available formatters.

**Example: systemd-journal target with libosmocore based rendering**

```
log systemd-journal ❶
 logging filter all 1
 logging print file basename
 logging print category-hex 0
 logging print category 1
 logging print level 1
 logging timestamp 0 ❷
 logging color 1 ❸
 logging level set-all notice
```

❶ Generic logging handler, rendering is done by libosmocore.

❷ Disable timestamping, systemd will timestamp every message anyway.

❸ Colored messages can be rendered with `journalctl --output=cat`.

In this example, logging messages will be pre-processed by libosmocore before being passed to systemd. No additional fields will be attached, except the logging level (`PRIORITY`). This mode is similar to *syslog* and *stderr*.

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**Note**
systemd-journal logging target uses libsystemd, which implements *Native Journal Protocol* (*AF_UNIX _DATAGRAM* socket). That socket is internally configured in synchronous blocking I/O mode, which means transmitting a big amount of messages or text over it in a short amount of time (before systemd-journald has time to read it) could potentially block the osmocom program's thread issuing the logging. libsystemd currently sets the *AF_UNIX* socket `SO_SNDBUF` to 8MB. In Linux, the `SO_SNDBUF` value being set on the socket will be trimmed by the kernel to a maximum allowed by sysctl `net.core.wmem_max`. Hence, if you want to be on a safer side minimizing dropping messages or blocking the process (depending on the I/O mode set), make sure sysctl `net.core.wmem_max` on your system is set to `8388608` (8MB) or more. Besides, the kernel limits the amount of messages queued in *AF_UNIX* sockets to value set in sysctl `net.unix.max_dgram_qlen`, so you may also want to increase that one to be on the safe side if planning to log with a high frequency.

**Note**
Linux Kernel used to have a `net.core.wmem_max` of `212992`(208KB) until recently (2025, a6d4f25888b83b8300aef28d9ee22765c1cc9b34), where it was increased to `4194304` (4MB) .

#### 8.5.7 Logging to stderr

If you're not running the respective application as a daemon in the background, you can also use the stderr log target in order to log to the standard error file descriptor of the process.

In order to configure logging to stderr, you can use the following commands:

```
OsmoBSC> enable
OsmoBSC# configure terminal
OsmoBSC(config)# log stderr
OsmoBSC(config-log)#
```

The stderr logging target can be configured during the VTY `log stderr` VTY command to perform blocking I/O with the `blocking-io` parameter. See Section 8.5.4 for more information.

# 9 Osmocom Control Interface

The VTY interface as described in Section 7 is aimed at human interaction with the respective Osmocom program.

Other programs **should not** use the VTY interface to interact with the Osmocom software, as parsing the textual representation is cumbersome, inefficient, and will break every time the formatting is changed by the Osmocom developers.

Instead, the *Control Interface* was introduced as a programmatic interface that can be used to interact with the respective program.

## 9.1 Control Interface Protocol

The control interface protocol is a mixture of binary framing with text based payload.

The protocol for the control interface is wrapped inside the IPA multiplex header with the stream identifier set to IPAC_PROTO_OSMO (0xEE).

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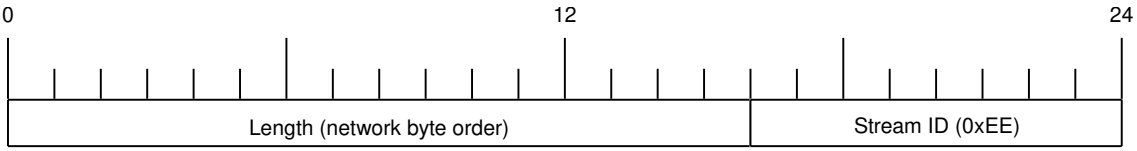



Figure 2: IPA header for control protocol

Inside the IPA header is a single byte of extension header with protocol ID 0x00 which indicates the control interface.

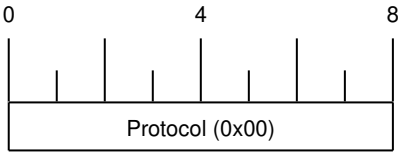



Figure 3: IPA extension header for control protocol

After the concatenation of the two above headers, the plain-text payload message starts. The format of that plain text is illustrated for each operation in the respective message sequence chart in the chapters below.

The fields specified below follow the following meaning:

**<id>**
A numeric identifier, uniquely identifying this particular operation. Value `0` is not allowed unless it's a TRAP message. It will be echoed back in any response to a particular request.

**<var>**
The name of the variable / field affected by the GET / SET / TRAP operation. Which variables/fields are available is dependent on the specific application under control.

**<val>**
The value of the variable / field

**<reason>**
A text formatted, human-readable reason why the operation resulted in an error.

#### 9.1.1 GET operation

The GET operation is performed by an external application to get a certain value from inside the Osmocom application.

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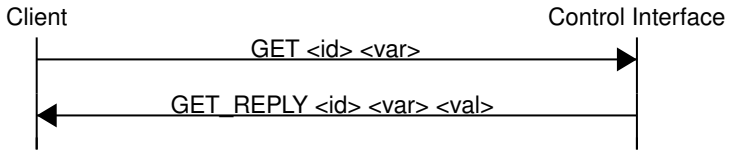



Figure 4: Control Interface GET operation (successful outcome)

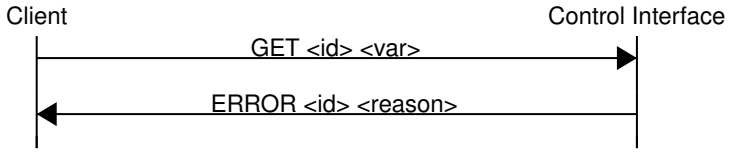



Figure 5: Control Interface GET operation (unsuccessful outcome)

#### 9.1.2 SET operation

The SET operation is performed by an external application to set a value inside the Osmocom application.

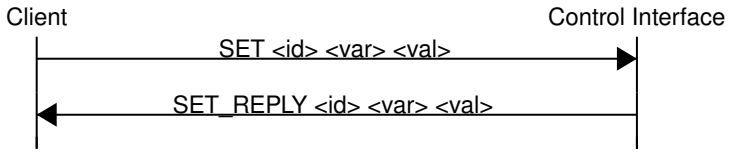



Figure 6: Control Interface SET operation (successful outcome)

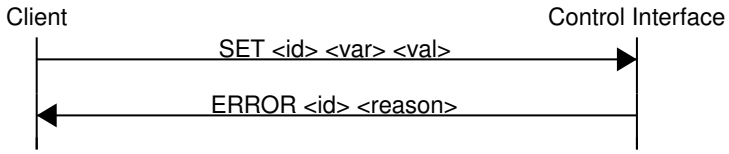



Figure 7: Control Interface SET operation (unsuccessful outcome)

#### 9.1.3 TRAP operation

The program can at any time issue a trap. The term is used in the spirit of SNMP.

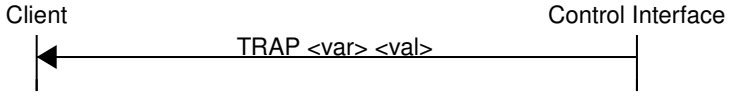



Figure 8: Control Interface TRAP operation

### 9.2 Common variables

There are several variables which are common to all the programs using control interface. They are described in the following table.

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Table 5: Variables available over control interface

| Name | Access | Value | Comment |
|---|---|---|---|
| counter.* | RO | | Get counter value. |
| rate_ctr.* | RO | | Get list of rate counter groups. |
| rate_ctr.IN.GN.GI.name | RO | | Get value for interval IN of rate counter name which belong to group named GN with index GI. |

Those read-only variables allow to get value of arbitrary counter using its name.

For example "`rate_ctr.per_hour.bsc.0.handover:timeout`" is the number of handover timeouts per hour.

Of course for that to work the program in question have to register corresponding counter names and groups using libosmocore functions.

In the example above, "`bsc`" is the rate counter group name and "`0`" is its index. It is possible to obtain all the rate counters in a given group by requesting "`rate_ctr.per_sec.bsc.*`" variable.

The list of available groups can be obtained by requesting "`rate_ctr.*`" variable.

The rate counter group name have to be prefixed with interval specification which can be any of "**per_sec**", "**per_min**", "**per_hour**", "**per_day**" or "**abs**" for absolute value.

The old-style counters available via "`counter.*`" variables are superseded by "`rate_ctr.abs`" so its use is discouraged. There might still be some applications not yet converted to rate_ctr.

## 9.3 Control Interface python examples

In the `osmo-python-tests` repository, there is an example python script called `scripts/osmo_ctrl.py` which implements the Osmocom control interface protocol.

You can use this tool either stand-alone to perform control interface operations against an Osmocom program, or you can use it as a reference for developing your own python software talking to the control interface.

Another implementation is in `scripts/osmo_rate_ctr2csv.py` which will retrieve performance counters for a given Osmocom program and output it in csv format. This can be used to periodically (using systemd timer for example) retrieve data to build KPI and evaluate how it changes over time.

Internally it uses "`rate_ctr.*`" variable described in Section 9.2 to get the list of counter groups and than request all the counters in each group. Applications interested in individual metrics can request it directly using `rate_ctr2csv.py` as an example.

### 9.3.1 Getting rate counters

**Example: Use rate_ctr2csv.py to get rate counters from OsmoBSC**

```
$ ./scripts/osmo_rate_ctr2csv.py --header
Connecting to localhost:4249...
Getting rate counter groups info...
"group","counter","absolute","second","minute","hour","day"
"e1inp.0","hdlc:abort","0","0","0","0","0"
"e1inp.0","hdlc:bad_fcs","0","0","0","0","0"
"e1inp.0","hdlc:overrun","0","0","0","0","0"
"e1inp.0","alarm","0","0","0","0","0"
"e1inp.0","removed","0","0","0","0","0"
```

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```
"bsc.0","chreq:total","0","0","0","0","0"
"bsc.0","chreq:no_channel","0","0","0","0","0"
...
"msc.0","call:active","0","0","0","0","0"
"msc.0","call:complete","0","0","0","0","0"
"msc.0","call:incomplete","0","0","0","0","0"
Completed: 44 counters from 3 groups received.
```

#### 9.3.2 Setting a value

**Example: Use osmo_ctrl.py to set the short network name of OsmoBSC**

```
$ ./osmo_ctrl.py -d localhost -s short-name 32C3
Got message: SET_REPLY 1 short-name 32C3
```

#### 9.3.3 Getting a value

**Example: Use osmo_ctrl.py to get the mnc of OsmoBSC**

```
$ ./osmo_ctrl.py -d localhost -g mnc
Got message: GET_REPLY 1 mnc 262
```

#### 9.3.4 Listening for traps

You can use `osmo_ctrl.py` to listen for traps the following way:

**Example: Using osmo_ctrl.py to listen for traps:**

```
$ ./osmo_ctrl.py -d localhost -m
❶
```

❶ the command will not return and wait for any TRAP messages to arrive

## 10 VTY Process and Thread management

Most Osmocom programs provide, some support to tune some system settings related to the running process, its threads, its scheduling policies, etc.

All of these settings can be configured through the VTY, either during startup by means of usual config files or through direct human interaction at the telnet VTY interface while the process is running.

### 10.1 Scheduling Policy

The scheduler to use as well as some of its properties (such as realtime priority) can be configured at any time for the entire process. This sort of functionality is useful in order to increase priority for processes running time-constrained procedures, such as those acting on the Um interface, like *osmo-trx* or *osmo-bts*, where use of this feature is highly recommended.

**Example: Set process to use RR scheduler**

```
cpu-sched
 policy rr 1 ❶
```

❶ Configure process to use *SCHED_RR* policy with real time priority 1

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**Note**
Running a process under real time priority requires CAP_SYS_NICE capabilities. In order to avoid running the process as *root* user, you can either modify the binary permissions with `setcap "CAP_SYS_NICE+ep" /path/to/binary`, or allow the user running the program to set rtprio by adding a file */etc/security/limits.d/youruser_allow-rtprio.conf* with something like `youruser - rtprio 99`. See `man 7 sched` for more information on the topic.

## 10.2 CPU-Affinity Mask

Most operating systems allow for some sort of configuration on restricting the amount of CPUs a given process or thread can run on. The procedure is sometimes called as *cpu-pinning* since it allows to keep different processes pinned on a subset of CPUs to make sure the scheduler won't run two CPU-hungry processes on the same CPU.

The set of CPUs where each thread is allowed to run on is expressed by means of a bitmask in hexadecimal representation, where the right most bit relates to CPU 0, and the Nth most significant bit relates to CPU *N-1*. Setting the bit means the process is allowed to run on that CPU, while clearing it means the process is forbidden to run on that CPU.

Hence, for instance a cpu-affinity mask of *0x00* means the thread is not allowed on any CPU, which will cause the thread to stall until a new value is applied. A mask of *0x01* means the thread is only allowed to run on the 1st CPU (CPU 0). A mask of *0xff00* means CPUs 8-15 are allowed, while 0-7 are not.

For single-threaded processes (most of Osmocom are), it is usually enough to set this line in VTY config file as follows:

```
cpu-sched
 cpu-affinity self 0x01 ❶
```

❶ Allow main thread (the one managing the VTY) only on CPU 0

Or otherwise:

```
cpu-sched
 cpu-affinity all 0x01 ❶
```

❶ Allow all threads only on CPU 0

For multi-threaded processes, it may be desired to run some threads on a subset of CPUs while another subset may run on another one. In order to identify threads, one can either use the TID of the thread (each thread has its own PID in Linux), or its specific Thread Name in case it has been set by the application.

The related information on all threads available in the process can be listed through VTY. This allows identifying quickly the different threads, its current cpu-affinity mask, etc.

**Example: Get osmo-trx Thread list information from VTY**

```
OsmoTRX> show cpu-sched threads
Thread list for PID 338609:
 TID: 338609, NAME: 'osmo-trx-uhd', cpu-affinity: 0x3
 TID: 338610, NAME: 'osmo-trx-uhd', cpu-affinity: 0x3
 TID: 338611, NAME: 'osmo-trx-uhd', cpu-affinity: 0x3
 TID: 338629, NAME: 'osmo-trx-uhd', cpu-affinity: 0x3
 TID: 338630, NAME: 'osmo-trx-uhd', cpu-affinity: 0x3
 TID: 338631, NAME: 'osmo-trx-uhd', cpu-affinity: 0x3
 TID: 338634, NAME: 'UHDAsyncEvent', cpu-affinity: 0x3
 TID: 338635, NAME: 'TxLower', cpu-affinity: 0x3
 TID: 338636, NAME: 'RxLower', cpu-affinity: 0x3
 TID: 338637, NAME: 'RxUpper0', cpu-affinity: 0x3
 TID: 338638, NAME: 'TxUpper0', cpu-affinity: 0x3
 TID: 338639, NAME: 'RxUpper1', cpu-affinity: 0x3
 TID: 338640, NAME: 'TxUpper1', cpu-affinity: 0x3
```

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At runtime, one can change the cpu-affinity mask for a given thread identifying it by either TID or name:

**Example: Set CPU-affinity from VTY telnet interface**

```
OsmoTRX> cpu-affinity TxLower 0x02 ❶
OsmoTRX> cpu-affinity TxLower 0x03 ❷
```

❶ Allow thread named *TxLower* (*338635*) only on CPU 1

❷ Allow with TID *338636* (*RxLower*) only on CPU 0 and 1

Since thread names are set dynamically by the process during startup or at a later point after creating the thread itself, One may need to specify in the config file that the mask must be applied by the thread itself once being configured rather than trying to apply it immediately. To specify so, the *delay* keyword is using when configuring in the VTY. If the *delay* keyword is not used, the VTY will report and error and fail at startup when trying to apply a cpu-affinity mask for a yet-to-be-created thread.

**Example: Set CPU-affinity from VTY config file**

```
cpu-sched
 cpu-affinity TxLower 0x01 delay ❶
```

❶ Allow thread named *TxLower* (*338635*) only on CPU 1. It will be applied by the thread itself when created.

# 11 Glossary

**2FF**
2nd Generation Form Factor; the so-called plug-in SIM form factor

**3FF**
3rd Generation Form Factor; the so-called microSIM form factor

**3GPP**
3rd Generation Partnership Project

**4FF**
4th Generation Form Factor; the so-called nanoSIM form factor

**A Interface**
Interface between BTS and BSC, traditionally over E1 (*3GPP TS 48.008* [3gpp-ts-48-008])

**A3/A8**
Algorithm 3 and 8; Authentication and key generation algorithm in GSM and GPRS, typically COMP128v1/v2/v3 or MILENAGE are typically used

**A5**
Algorithm 5; Air-interface encryption of GSM; currently only A5/0 (no encryption), A5/1 and A5/3 are in use

**Abis Interface**
Interface between BTS and BSC, traditionally over E1 (*3GPP TS 48.058* [3gpp-ts-48-058] and *3GPP TS 52.021* [3gpp-ts-52-021])

**ACC**
Access Control Class; every BTS broadcasts a bit-mask of permitted ACC, and only subscribers with a SIM of matching ACC are permitted to use that BTS

**AGCH**
Access Grant Channel on Um interface; used to assign a dedicated channel in response to RACH request

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**AGPL**
GNU Affero General Public License, a copyleft-style Free Software License

**AQPSK**
Adaptive QPSK, a modulation scheme used by VAMOS channels on Downlink

**ARFCN**
Absolute Radio Frequency Channel Number; specifies a tuple of uplink and downlink frequencies

**AUC**
Authentication Center; central database of authentication key material for each subscriber

**BCCH**
Broadcast Control Channel on Um interface; used to broadcast information about Cell and its neighbors

**BCC**
Base Station Color Code; short identifier of BTS, lower part of BSIC

**BTS**
Base Transceiver Station

**BSC**
Base Station Controller

**BSIC**
Base Station Identity Code; 16bit identifier of BTS within location area

**BSSGP**
Base Station Subsystem Gateway Protocol (*3GPP TS 48.018* [3gpp-ts-48-018])

**BVCI**
BSSGP Virtual Circuit Identifier

**CBC**
Cell Broadcast Centre; central entity of Cell Broadcast service

**CBCH**
Cell Broadcast Channel; used to transmit Cell Broadcast SMS (SMS-CB)

**CBS**
Cell Broadcast Service

**CBSP**
Cell Broadcast Service Protocol (*3GPP TS 48.049* [3gpp-ts-48-049])

**CC**
Call Control; Part of the GSM Layer 3 Protocol

**CCCH**
Common Control Channel on Um interface; consists of RACH (uplink), BCCH, PCH, AGCH (all downlink)

**Cell**
A cell in a cellular network, served by a BTS

**CEPT**
Conférence européenne des administrations des postes et des télécommunications; European Conference of Postal and Telecommunications Administrations.

**CGI**
Cell Global Identifier comprised of MCC, MNC, LAC and BSIC

**CSFB**
Circiut-Switched Fall Back; Mechanism for switching from LTE/EUTRAN to UTRAN/GERAN when circuit-switched services such as voice telephony are required.

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**dB**
deci-Bel; relative logarithmic unit

**dBm**
deci-Bel (milliwatt); unit of measurement for signal strength of radio signals

**DHCP**
Dynamic Host Configuration Protocol (*IETF RFC 2131* [ietf-rfc2131])

**downlink**
Direction of messages / signals from the network core towards the mobile phone

**DSCP**
Differentiated Services Code Point (*IETF RFC 2474* [ietf-rfc2474])

**DSP**
Digital Signal Processor

**dvnixload**
Tool to program UBL and the Bootloader on a sysmoBTS

**EDGE**
Enhanced Data rates for GPRS Evolution; Higher-speed improvement of GPRS; introduces 8PSK

**EGPRS**
Enhanced GPRS; the part of EDGE relating to GPRS services

**EIR**
Equipment Identity Register; core network element that stores and manages IMEI numbers

**ESME**
External SMS Entity; an external application interfacing with a SMSC over SMPP

**ETSI**
European Telecommunications Standardization Institute

**FPGA**
Field Programmable Gate Array; programmable digital logic hardware

**Gb**
Interface between PCU and SGSN in GPRS/EDGE network; uses NS, BSSGP, LLC

**GERAN**
GPRS/EDGE Radio Access Network

**GGSN**
GPRS Gateway Support Node; gateway between GPRS and external (IP) network

**GMSK**
Gaussian Minimum Shift Keying; modulation used for GSM and GPRS

**GPL**
GNU General Public License, a copyleft-style Free Software License

**Gp**
Gp interface between SGSN and GGSN; uses GTP protocol

**GPRS**
General Packet Radio Service; the packet switched 2G technology

**GPS**
Global Positioning System; provides a highly accurate clock reference besides the global position

**GSM**
Global System for Mobile Communications. ETSI/3GPP Standard of a 2G digital cellular network

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**GSMTAP**
GSM tap; pseudo standard for encapsulating GSM protocol layers over UDP/IP for analysis

**GSUP**
Generic Subscriber Update Protocol. Osmocom-specific alternative to TCAP/MAP

**GT**
Global Title; an address in SCCP

**GTP**
GPRS Tunnel Protocol; used between SGSN and GGSN

**HLR**
Home Location Register; central subscriber database of a GSM network

**HNB-GW**
Home NodeB Gateway. Entity between femtocells (Home NodeB) and CN in 3G/UMTS.

**HPLMN**
Home PLMN; the network that has issued the subscriber SIM and has his record in HLR

**IE**
Information Element

**IMEI**
International Mobile Equipment Identity; unique 14-digit decimal number to globally identify a mobile device, optionally with a 15th checksum digit

**IMEISV**
IMEI software version; unique 14-digit decimal number to globally identify a mobile device (same as IMEI) plus two software version digits (total digits: 16)

**IMSI**
International Mobile Subscriber Identity; 15-digit unique identifier for the subscriber/SIM; starts with MCC/MNC of issuing operator

**IP**
Internet Protocol (*IETF RFC 791* [ietf-rfc791])

**IPA**
*ip.access GSM over IP* protocol; used to multiplex a single TCP connection

**Iu**
Interface in 3G/UMTS between RAN and CN

**IuCS**
Iu interface for circuit-switched domain. Used in 3G/UMTS between RAN and MSC

**IuPS**
Iu interface for packet-switched domain. Used in 3G/UMTS between RAN and SGSN

**LAC**
Location Area Code; 16bit identifier of Location Area within network

**LAPD**
Link Access Protocol, D-Channel (*ITU-T Q.921* [itu-t-q921])

**LAPDm**
Link Access Protocol Mobile (*3GPP TS 44.006* [3gpp-ts-44-006])

**LLC**
Logical Link Control; GPRS protocol between MS and SGSN (*3GPP TS 44.064* [3gpp-ts-44-064])

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**Location Area**
Location Area; a geographic area containing multiple BTS

**LU**
Location Updating; can be of type IMSI-Attach or Periodic. Procedure that indicates a subscriber's physical presence in a given radio cell.

**M2PA**
MTP2 Peer-to-Peer Adaptation; a SIGTRAN Variant (*RFC 4165* [ietf-rfc4165])

**M2UA**
MTP2 User Adaptation; a SIGTRAN Variant (*RFC 3331* [ietf-rfc3331])

**M3UA**
MTP3 User Adaptation; a SIGTRAN Variant (*RFC 4666* [ietf-rfc4666])

**MCC**
Mobile Country Code; unique identifier of a country, e.g. 262 for Germany

**MFF**
Machine-to-Machine Form Factor; a SIM chip package that is soldered permanently onto M2M device circuit boards.

**MGW**
Media Gateway

**MM**
Mobility Management; part of the GSM Layer 3 Protocol

**MNC**
Mobile Network Code; identifies network within a country; assigned by national regulator

**MNCC**
Mobile Network Call Control; Unix domain socket based Interface between MSC and external call control entity like osmo-sip-connector

**MNO**
Mobile Network Operator; operator with physical radio network under his MCC/MNC

**MO**
Mobile Originated. Direction from Mobile (MS/UE) to Network

**MS**
Mobile Station; a mobile phone / GSM Modem

**MSC**
Mobile Switching Center; network element in the circuit-switched core network

**MSC pool**
A number of redundant MSCs serving the same core network, which a BSC / RNC distributes load across; see also the "MSC Pooling" chapter in OsmoBSC's user manual [userman-osmobsc] and *3GPP TS 23.236* [3gpp-ts-23-236]

**MSISDN**
Mobile Subscriber ISDN Number; telephone number of the subscriber

**MT**
Mobile Terminated. Direction from Network to Mobile (MS/UE)

**MTP**
Message Transfer Part; SS7 signaling protocol (*ITU-T Q.701* [itu-t-q701])

**MVNO**
Mobile Virtual Network Operator; Operator without physical radio network

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**NCC**
Network Color Code; assigned by national regulator

**NITB**
Network In The Box; combines functionality traditionally provided by BSC, MSC, VLR, HLR, SMSC functions; see OsmoNITB

**NRI**
Network Resource Indicator, typically 10 bits of a TMSI indicating which MSC of an MSC pool attached the subscriber; see also the "MSC Pooling" chapter in OsmoBSC's user manual [userman-osmobsc] and *3GPP TS 23.236* [3gpp-ts-23-236]

**NSEI**
NS Entity Identifier

**NVCI**
NS Virtual Circuit Identifier

**NWL**
Network Listen; ability of some BTS to receive downlink from other BTSs

**NS**
Network Service; protocol on Gb interface (*3GPP TS 48.016* [3gpp-ts-48-016])

**OCXO**
Oven Controlled Crystal Oscillator; very high precision oscillator, superior to a VCTCXO

**OML**
Operation & Maintenance Link (ETSI/*3GPP TS 52.021* [3gpp-ts-52-021])

**OpenBSC**
Open Source implementation of GSM network elements, specifically OsmoBSC, OsmoNITB, OsmoSGSN

**OpenGGSN**
Open Source implementation of a GPRS Packet Control Unit

**OpenVPN**
Open-Source Virtual Private Network; software employed to establish encrypted private networks over untrusted public networks

**Osmocom**
Open Source MObile COMmunications; collaborative community for implementing communications protocols and systems, including GSM, GPRS, TETRA, DECT, GMR and others

**OsmoBSC**
Open Source implementation of a GSM Base Station Controller

**OsmoNITB**
Open Source implementation of a GSM Network In The Box, combines functionality traditionally provided by BSC, MSC, VLR, HLR, AUC, SMSC

**OsmoSGSN**
Open Source implementation of a Serving GPRS Support Node

**OsmoPCU**
Open Source implementation of a GPRS Packet Control Unit

**OTA**
Over-The-Air; Capability of operators to remotely reconfigure/reprogram ISM/USIM cards

**PC**
Point Code; an address in MTP

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**PCH**
Paging Channel on downlink Um interface; used by network to page an MS

**PCP**
Priority Code Point (*IEEE 802.1Q* [?])

**PCU**
Packet Control Unit; used to manage Layer 2 of the GPRS radio interface

**PDCH**
Packet Data Channel on Um interface; used for GPRS/EDGE signalling + user data

**PIN**
Personal Identification Number; a number by which the user authenticates to a SIM/USIM or other smart card

**PLMN**
Public Land Mobile Network; specification language for a single GSM network

**PUK**
PIN Unblocking Code; used to unblock a blocked PIN (after too many wrong PIN attempts)

**RAC**
Routing Area Code; 16bit identifier for a Routing Area within a Location Area

**RACH**
Random Access Channel on uplink Um interface; used by MS to request establishment of a dedicated channel

**RAM**
Remote Application Management; Ability to remotely manage (install, remove) Java Applications on SIM/USIM Card

**RF**
Radio Frequency

**RFM**
Remote File Management; Ability to remotely manage (write, read) files on a SIM/USIM card

**Roaming**
Procedure in which a subscriber of one network is using the radio network of another network, often in different countries; in some countries national roaming exists

**Routing Area**
Routing Area; GPRS specific sub-division of Location Area

**RR**
Radio Resources; Part of the GSM Layer 3 Protocol

**RSL**
Radio Signalling Link (*3GPP TS 48.058* [3gpp-ts-48-058])

**RTP**
Real-Time Transport Protocol (*IETF RFC 3550* [ietf-rfc3550]); Used to transport audio/video streams over UDP/IP

**SACCH**
Slow Associate Control Channel on Um interface; bundled to a TCH or SDCCH, used for signalling in parallel to active dedicated channel

**SCCP**
Signaling Connection Control Part; SS7 signaling protocol (*ITU-T Q.711* [itu-t-q711])

**SDCCH**
Slow Dedicated Control Channel on Um interface; used for signalling and SMS transport in GSM

**SDK**
Software Development Kit

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**SGs**
Interface between MSC (GSM/UMTS) and MME (LTE/EPC) to facilitate CSFB and SMS.

**SGSN**
Serving GPRS Support Node; Core network element for packet-switched services in GSM and UMTS.

**SIGTRAN**
Signaling Transport over IP (*IETF RFC 2719* [ietf-rfc2719])

**SIM**
Subscriber Identity Module; small chip card storing subscriber identity

**Site**
A site is a location where one or more BTSs are installed, typically three BTSs for three sectors

**SMPP**
Short Message Peer-to-Peer; TCP based protocol to interface external entities with an SMSC

**SMSC**
Short Message Service Center; store-and-forward relay for short messages

**SS7**
Signaling System No. 7; Classic digital telephony signaling system

**SS**
Supplementary Services; query and set various service parameters between subscriber and core network (e.g. USSD, 3rd-party calls, hold/retrieve, advice-of-charge, call deflection)

**SSH**
Secure Shell; *IETF RFC 4250* [ietf-rfc4251] to 4254

**SSN**
Sub-System Number; identifies a given SCCP Service such as MSC, HLR

**STP**
Signaling Transfer Point; A Router in SS7 Networks

**SUA**
SCCP User Adaptation; a SIGTRAN Variant (*RFC 3868* [ietf-rfc3868])

**syslog**
System logging service of UNIX-like operating systems

**System Information**
A set of downlink messages on the BCCH and SACCH of the Um interface describing properties of the cell and network

**TCH**
Traffic Channel; used for circuit-switched user traffic (mostly voice) in GSM

**TCP**
Transmission Control Protocol; (*IETF RFC 793* [ietf-rfc793])

**TFTP**
Trivial File Transfer Protocol; (*IETF RFC 1350* [ietf-rfc1350])

**TOS**
Type Of Service; bit-field in IPv4 header, now re-used as DSCP (*IETF RFC 791* [ietf-rfc791])

**TRX**
Transceiver; element of a BTS serving a single carrier

**TS**
Technical Specification

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**u-Boot**
Boot loader used in various embedded systems

**UBI**
An MTD wear leveling system to deal with NAND flash in Linux

**UBL**
Initial bootloader loaded by the TI Davinci SoC

**UDP**
User Datagram Protocol (*IETF RFC 768* [ietf-rfc768])

**UICC**
Universal Integrated Chip Card; A smart card according to *ETSI TR 102 216* [etsi-tr102216]

**Um interface**
U mobile; Radio interface between MS and BTS

**uplink**
Direction of messages: Signals from the mobile phone towards the network

**USIM**
Universal Subscriber Identity Module; application running on a UICC to provide subscriber identity for UMTS and GSM networks

**USSD**
Unstructured Supplementary Service Data; textual dialog between subscriber and core network, e.g. **100 → Your extension is 1234*

**VAMOS**
Voice services over Adaptive Multi-user channels on One Slot; an optional extension for GSM specified in Release 9 of 3GPP GERAN specifications (*3GPP TS 48.018* [3gpp-ts-48-018]) allowing two independent UEs to transmit and receive simultaneously on traffic channels

**VCTCXO**
Voltage Controlled, Temperature Compensated Crystal Oscillator; a precision oscillator, superior to a classic crystal oscillator, but inferior to an OCXO

**VLAN**
Virtual LAN in the context of Ethernet (*IEEE 802.1Q* [ieee-802.1q])

**VLR**
Visitor Location Register; volatile storage of attached subscribers in the MSC

**VPLMN**
Visited PLMN; the network in which the subscriber is currently registered; may differ from HPLMN when on roaming

**VTY**
Virtual TeletYpe; a textual command-line interface for configuration and introspection, e.g. the OsmoBSC configuration file as well as its telnet link on port 4242

# A Osmocom TCP/UDP Port Numbers

The Osmocom GSM system utilizes a variety of TCP/IP based protocols. The table below provides a reference as to which port numbers are used by which protocol / interface.

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Table 6: TCP/UDP port numbers

| L4 Protocol | Port Number | Purpose | Software |
|---|---|---|---|
| UDP | 1984 | Osmux | osmo-mgw, osmo-bts |
| UDP | 2427 | MGCP GW | osmo-bsc_mgcp, osmo-mgw |
| TCP | 2775 | SMPP (SMS interface for external programs) | osmo-nitb |
| TCP | 3002 | A-bis/IP OML | osmo-bts, osmo-bsc, osmo-nitb |
| TCP | 3003 | A-bis/IP RSL | osmo-bts, osmo-bsc, osmo-nitb |
| TCP | 4227 | telnet (VTY) | osmo-pcap-client |
| TCP | 4228 | telnet (VTY) | osmo-pcap-server |
| TCP | 4236 | Control Interface | osmo-trx |
| TCP | 4237 | telnet (VTY) | osmo-trx |
| TCP | 4238 | Control Interface | osmo-bts |
| TCP | 4239 | telnet (VTY) | osmo-stp |
| TCP | 4240 | telnet (VTY) | osmo-pcu |
| TCP | 4241 | telnet (VTY) | osmo-bts |
| TCP | 4242 | telnet (VTY) | osmo-nitb, osmo-bsc, cellmgr-ng |
| TCP | 4243 | telnet (VTY) | osmo-bsc_mgcp, osmo-mgw |
| TCP | 4244 | telnet (VTY) | osmo-bsc_nat |
| TCP | 4245 | telnet (VTY) | osmo-sgsn |
| TCP | 4246 | telnet (VTY) | osmo-gbproxy |
| TCP | 4247 | telnet (VTY) | OsmocomBB |
| TCP | 4249 | Control Interface | osmo-nitb, osmo-bsc |
| TCP | 4250 | Control Interface | osmo-bsc_nat |
| TCP | 4251 | Control Interface | osmo-sgsn |
| TCP | 4252 | telnet (VTY) | sysmobts-mgr |
| TCP | 4253 | telnet (VTY) | osmo-gtphub |
| TCP | 4254 | telnet (VTY) | osmo-msc |
| TCP | 4255 | Control Interface | osmo-msc |
| TCP | 4256 | telnet (VTY) | osmo-sip-connector |
| TCP | 4257 | Control Interface | osmo-ggsn, ggsn (OpenGGSN) |
| TCP | 4258 | telnet (VTY) | osmo-hlr |
| TCP | 4259 | Control Interface | osmo-hlr |
| TCP | 4260 | telnet (VTY) | osmo-ggsn |
| TCP | 4261 | telnet (VTY) | osmo-hnbgw |
| TCP | 4262 | Control Interface | osmo-hnbgw |
| TCP | 4263 | Control Interface | osmo-gbproxy |
| TCP | 4264 | telnet (VTY) | osmo-cbc |
| TCP | 4265 | Control Interface | osmo-cbc |
| TCP | 4266 | D-GSM MS Lookup: mDNS serve | osmo-hlr |
| TCP | 4267 | Control Interface | osmo-mgw |
| TCP | 4268 | telnet (VTY) | osmo-uecups |
| SCTP | 4268 | UECUPS | osmo-uecups |
| TCP | 4269 | telnet (VTY) | osmo-e1d |
| TCP | 4270 | telnet (VTY) | osmo-isdntap |
| TCP | 4271 | telnet (VTY) | osmo-smlc |
| TCP | 4272 | Control Interface | osmo-smlc |
| TCP | 4273 | telnet (VTY) | osmo-hnodeb |
| TCP | 4274 | Control Interface | osmo-hnodeb |
| TCP | 4275 | telnet (VTY) | osmo-upf |
| TCP | 4276 | Control Interface | osmo-upf |
| TCP | 4277 | telnet (VTY) | osmo-pfcp-tool |
| TCP | 4278 | Control Interface | osmo-pfcp-tool |
| UDP | 4729 | GSMTAP | Almost every osmocom project |
| TCP | 5000 | A/IP | osmo-bsc, osmo-bsc_nat |
| UDP | 23000 | GPRS-NS over IP default port | osmo-pcu, osmo-sgsn, osmo-gbproxy |

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Table 6: (continued)

| L4 Protocol | Port Number | Purpose | Software |
|---|---|---|---|
| TCP | 48049 | BSC-CBC (CBSP) default port | osmo-bsc, osmo-cbc |

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