

Console Connect **Layer 1**

The simpler, **smarter** way to connect

consoleconnect.com

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Note:

- This Service Specification is for informational purposes only and does not form part of the Agreement between the customer and Console Connect.
- Console Connect reserves the right to amend this Service Specification at any time without notification.
- All information contained in this document shall not be published or disclosed, wholly or in part, to any other party without Console Connect's prior permission in writing.

1. Introduction

Console Connect's Layer 1 (L1) service is a secured, protocol-transparent and bandwidth-guaranteed transmission service, backed up by modern technologies including Multiprotocol Label Switching– Transport Profile (MPLS-TP) network and Optical Transport Network (OTN) technology, which enables you to connect geographically with the following benefits

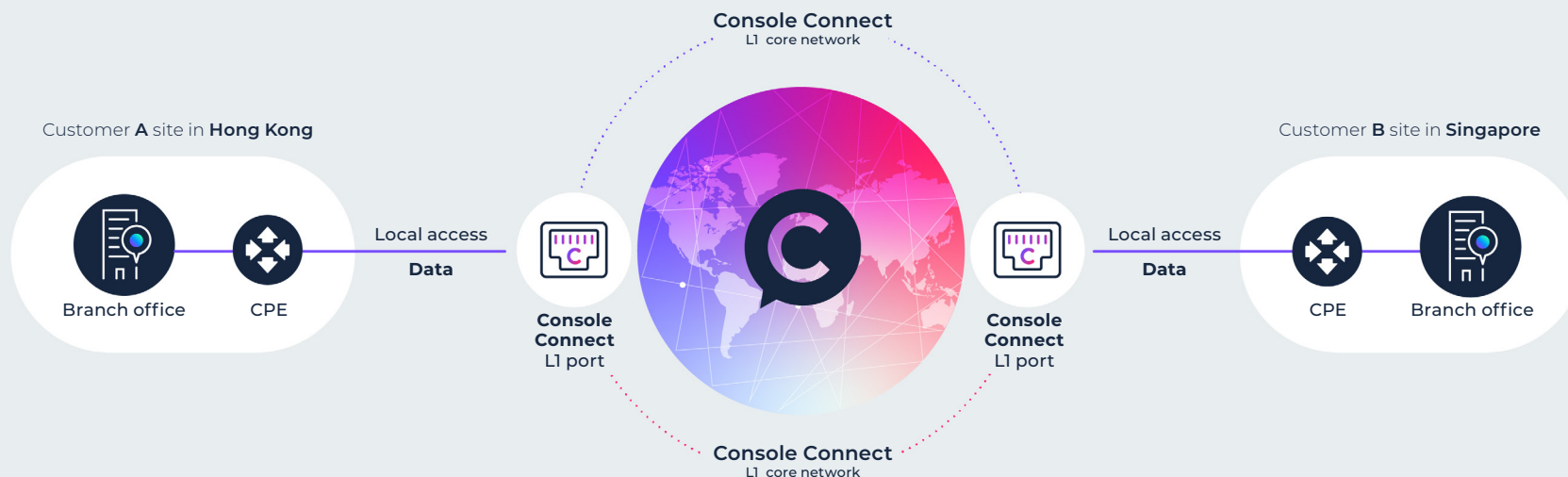
- Guaranteed bandwidth with a secured network pipe, to maintain the SLA and security policy of your company's or your end user's needs.
- Protocol transparency with no protocol conversion require, ensuring interoperability between LAN, MAN and WAN.
- Selection of different cable systems for your own network resiliency design or low latency requirement for delay-sensitive applications.
- Option of unprotected or protected circuits.
- Variable bandwidth (10Mbps to 100Gbps) enabling you to fine-tune your network needs at each location
- Stable latency performance to support jitter-sensitive applications.



2. Service Components

Each Console Connect L1 service consists of the following common components, which establish an end-to-end Ethernet or Bandwidth connection between your sites:

- Console Connect L1 Port – UNI Interface at network PoP's PE or OTN equipment.
- Console Connect L1 Connection – Ethernet Virtual Connection (EVC) or Optical Channel Data Unit (ODU) connecting Console Connect L1 Port with subscribed bandwidth (from 10Mbps to 100Gbps).



Note: Local access will be available soon

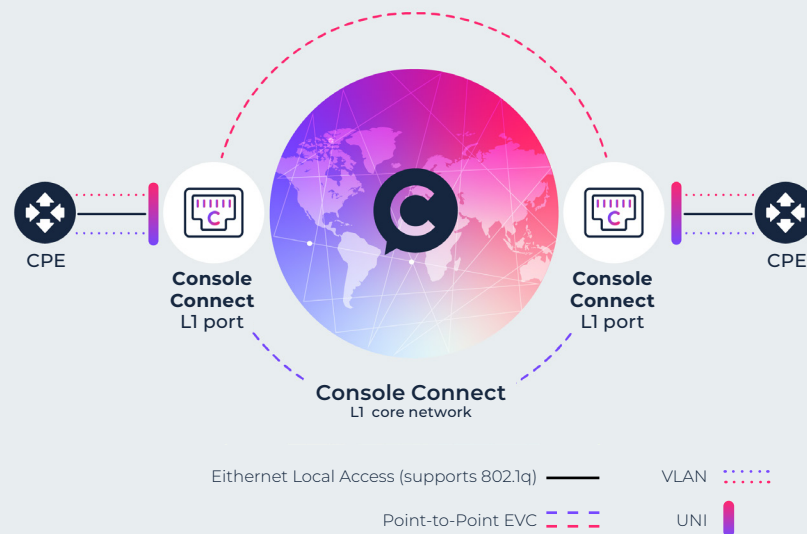
3. Console Connect Layer 1

This service provides an Ethernet or Bandwidth connection between two UNIs using point-to-point EVC (p2pEVC) or ODU, which allows you to transparently send Ethernet frames across the network without MAC address learning.

The service consists of a pair of UNIs connected by one p2pEVC(s) or ODU between them:

- Each p2pEVC or ODU has its own subscribed bandwidth.
- The bandwidth is set by you during creation of a Layer 1 Connection on Console Connect.
- Unicast, Multicast and Broadcast Ethernet frames can be delivered over the p2pEVC, except:
 - All L2CP from the CE will be discarded by default. For L2CP support, contact a Console Connect representative to discuss further.
- Multicast Ethernet frames will be delivered in the same fashion as Broadcast frames.

- UNI supports a default Ethernet MTU size of 1522 bytes (802.1q tagged Ethernet frames) with an IP MTU size of 1500 bytes. For jumbo frame support, contact a Console Connect representative to discuss further.
- We offer various cable system routes, with protected and unprotected options. You can design your own resiliency network by choosing different cable system routes to form the L1 Connection.



4. Technical specification

The table below outlines the key technical specifications of Console Connect's Layer 1 service.

Service Parameters		Console Connect L1 Connection Service	
Service Nature		Point-to-point connection	
Service Technology		A secured, protocol-transparent and bandwidth-guaranteed transmission service, including Multiprotocol Label Switching – Transport Profile (MPLS-TP) network and Optical Transport Network (OTN) technology.	
Bandwidth		10Mbps to 100Gbps	
Default Ethernet & MTU size		Ethernet: 1522 bytes (For the support of Jumbo Frames up to 9000 bytes, contact your sales representative to discuss further)	
Protection Service Failover Time		Sub 50 Milliseconds	
Layer 2 Control Protocol Support		L2 Control Protocol will be discarded by default. (For the support of below STP/RSTP/MSTP, LACP, Link OAM, Port Authentication, E-LMI, LLDP, GARP/GARP Block) layer 2 control protocol, contact your sales representative to discuss further)	

5. Definitions

CE	Customer Edge equipment
EVC	Ethernet Virtual Connection appears in the form of point-to-point
L2CP	Layer 2 Control Protocol
LAN	Local Area Network
MAC	Media Access Control
MPLS-TP	Multi-Protocol Label Switching - Transport Profil
p2pEVC	Point-to-Point EVC
PE	Provider Edge equipment
PoP	Point of Presence
UNI	User Network Interface, aka Console Connect L1 Port at L1 Core Networkinfrastructure
WAN	Wide Area Network

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