

# **Synchronous PPP and Cisco HDLC Programming Guide**

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by Alan Cox

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# Chapter 1. Introduction

The syncppp drivers in Linux provide a fairly complete implementation of Cisco HDLC and a minimal implementation of PPP. The longer term goal is to switch the PPP layer to the generic PPP interface that is new in Linux 2.3.x. The API should remain unchanged when this is done, but support will then be available for IPX, compression and other PPP features



# Chapter 2. Known Bugs And Assumptions

PPP is minimal

The current PPP implementation is very basic, although sufficient for most wan usages.

Cisco HDLC Quirks

Currently we do not end all packets with the correct Cisco multicast or unicast flags. Nothing appears to mind too much but this should be corrected.





# Chapter 3. Public Functions Provided

## sppp\_input

### Name

`sppp_input` — receive and process a WAN PPP frame

### Synopsis

```
void sppp_input (struct net_device * dev, struct sk_buff *  
skb);
```

### Arguments

*dev*

The device it arrived on

*skb*

The buffer to process

### Description

This can be called directly by cards that do not have timing constraints but is normally called from the network layer after interrupt servicing to process frames queued via `netif_rx`.

We process the options in the card. If the frame is destined for the protocol stacks then it requeues the frame for the upper level protocol. If it is a control from it is processed and discarded here.

## sppp\_close

### Name

sppp\_close — close down a synchronous PPP or Cisco HDLC link

### Synopsis

```
int sppp_close (struct net_device * dev);
```

### Arguments

*dev*

The network device to drop the link of

### Description

This drops the logical interface to the channel. It is not done politely as we assume we will also be dropping DTR. Any timeouts are killed.

## sppp\_open

### Name

sppp\_open — open a synchronous PPP or Cisco HDLC link

## Synopsis

```
int sppp_open (struct net_device * dev);
```

## Arguments

*dev*

Network device to activate

## Description

Close down any existing synchronous session and commence from scratch. In the PPP case this means negotiating LCP/IPCP and friends, while for Cisco HDLC we simply need to start sending keepalives

## sppp\_reopen

### Name

sppp\_reopen — notify of physical link loss

## Synopsis

```
int sppp_reopen (struct net_device * dev);
```

## Arguments

*dev*

Device that lost the link

## Description

This function informs the synchronous protocol code that the underlying link died (for example a carrier drop on X.21)

We increment the magic numbers to ensure that if the other end failed to notice we will correctly start a new session. It happens do to the nature of telco circuits is that you can lose carrier on one end only.

Having done this we go back to negotiating. This function may be called from an interrupt context.

# sppp\_change\_mtu

## Name

`sppp_change_mtu` — Change the link MTU

## Synopsis

```
int sppp_change_mtu (struct net_device * dev, int new_mtu);
```

## Arguments

*dev*

Device to change MTU on

*new\_mtu*

New MTU

## Description

Change the MTU on the link. This can only be called with the link down. It returns an error if the link is up or the mtu is out of range.

# sppp\_do\_ioctl

## Name

`sppp_do_ioctl` — Ioctl handler for ppp/hdlc

## Synopsis

```
int sppp_do_ioctl (struct net_device * dev, struct ifreq *
ifr, int cmd);
```

## Arguments

*dev*

Device subject to ioctl

*ifr*

Interface request block from the user

*cmd*

Command that is being issued

## Description

This function handles the ioctls that may be issued by the user to control the settings of a PPP/HDLC link. It does both busy and security checks. This function is intended to be wrapped by callers who wish to add additional ioctl calls of their own.

# sppp\_attach

## Name

`sppp_attach` — attach synchronous PPP/HDLC to a device

## Synopsis

```
void sppp_attach (struct ppp_device * pd);
```

## Arguments

*pd*

PPP device to initialise

## Description

This initialises the PPP/HDLC support on an interface. At the time of calling the `dev` element must point to the network device that this interface is attached to. The interface should not yet be registered.

# sppp\_detach

## Name

sppp\_detach — release PPP resources from a device

## Synopsis

```
void sppp_detach (struct net_device * dev);
```

## Arguments

*dev*

Network device to release

## Description

Stop and free up any PPP/HDLC resources used by this interface. This must be called before the device is freed.

