



SN2100 1U Ethernet Switch Systems Quick Installation Guide

Table of Contents

Pay Attention!	3
Package Contents	4
Installation and Configuration	6
Installation Instructions	6
System Interfaces	8
LED Assignments	8
Configuration	9



Pay Attention!


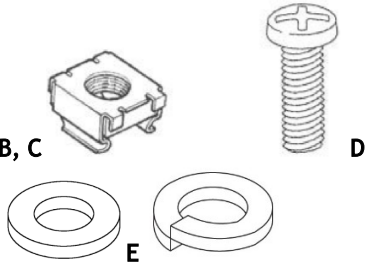
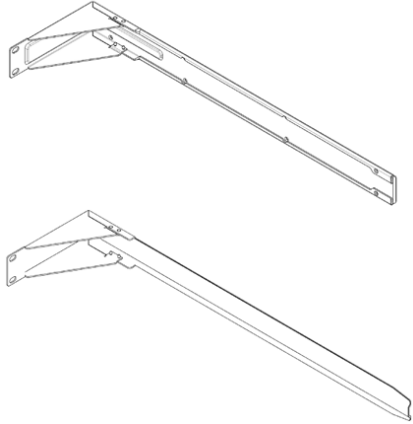
- All servers and systems in the rack should be planned with the airflow direction. All FRU components must have the same air flow direction. A mismatch in the air flow will affect the heat dissipation.

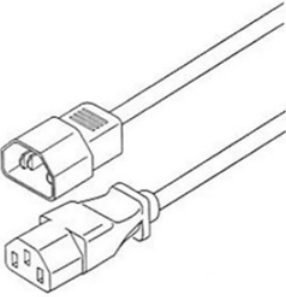
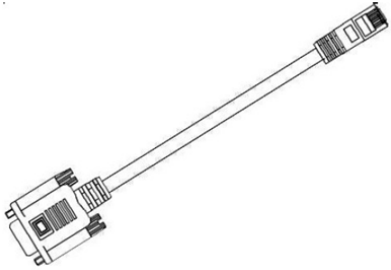
Package Contents

- 1 x System
- 1 x Power cables - Type C13-C14
- 1 x Harness RS232 2M cable - DB9 to RJ-45

The following items are not included in the package, and can be purchased separately:

- Rack installation kit for SN2100 series short depth 1U switches, allows installation of one switch into standard depth racks (23.6"-31.5" / 600- 800mm).

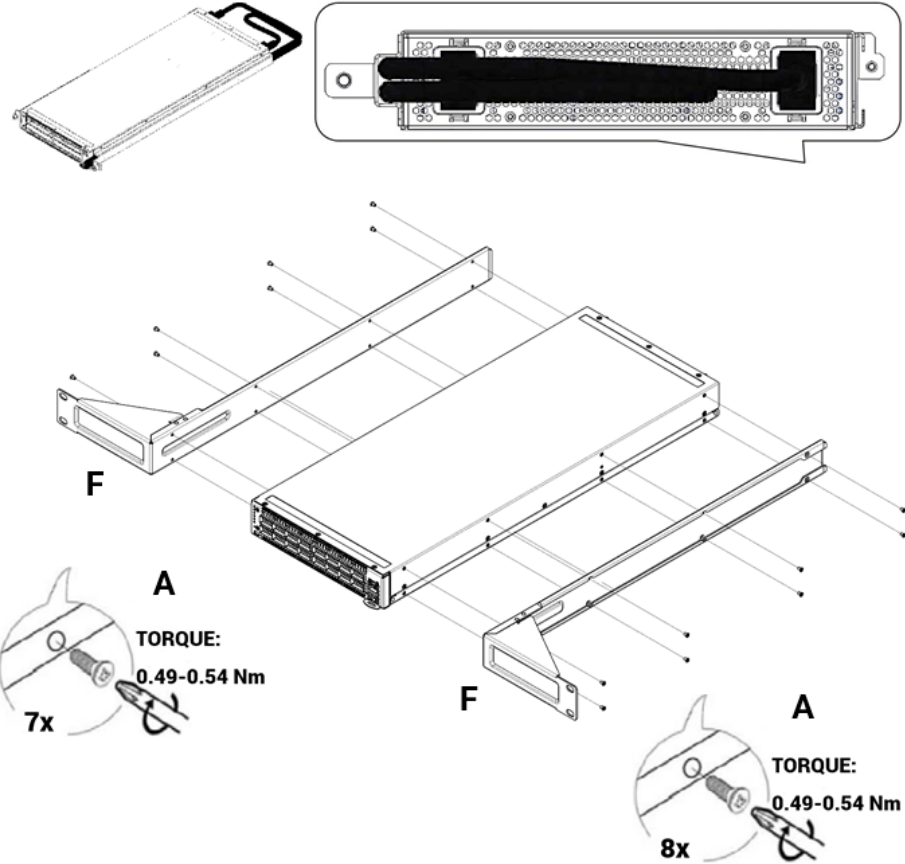
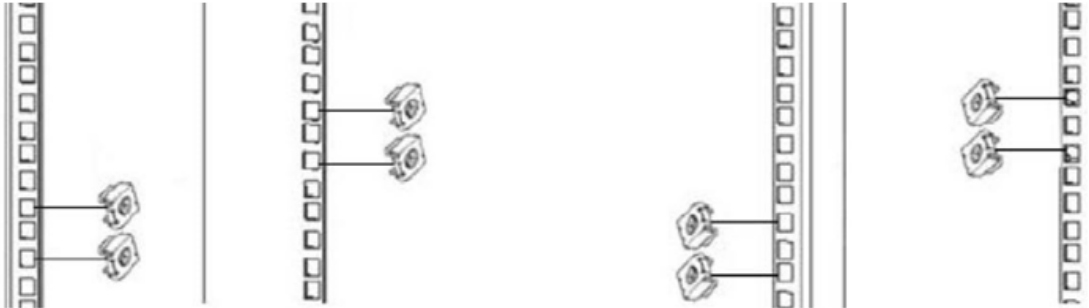
Quantity	Item
X18	 <p>A</p>
X8 (of each)	 <p>B, C D E</p>
X2 (of each)	 <p>F, G</p>

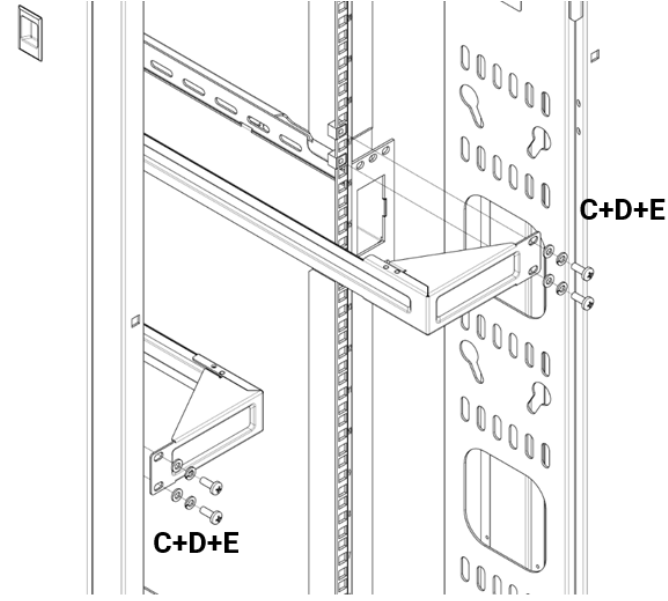
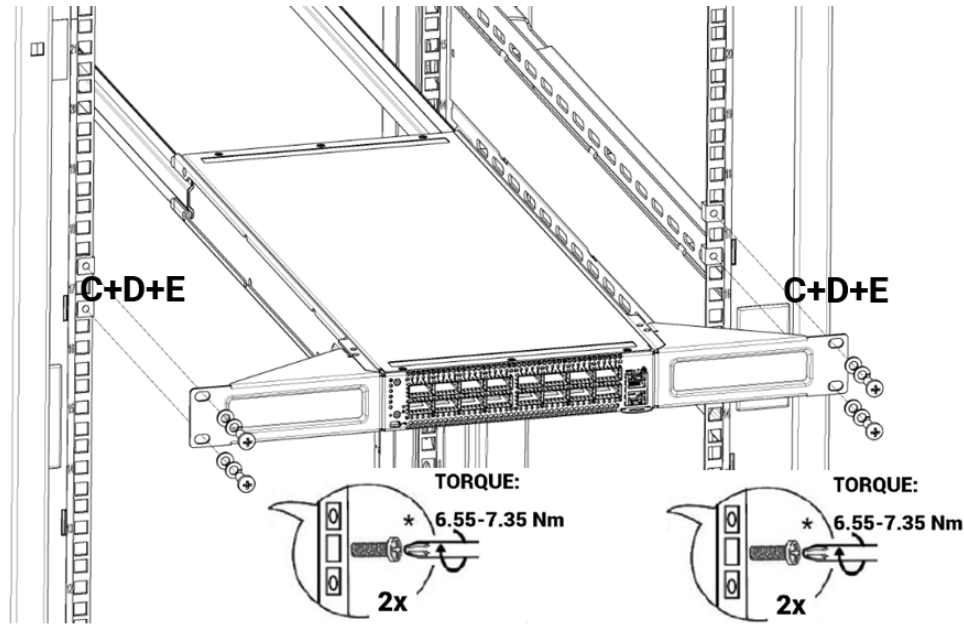
Quantity	Item
X2	 Two cables are shown. The top cable has a rectangular connector with a small latch. The bottom cable has a similar rectangular connector but with a different latch mechanism.
X1	 A single cable is shown with a multi-pin connector at one end and a different connector at the other end.

If anything is damaged or missing, contact your NVIDIA representative at Networking-support@nvidia.com.

Installation and Configuration

Installation Instructions

#	Illustration
1	<p>Carefully position the SE cables one on top of the other, and use 3 cable-ties to pair them together.</p> 
2	<p>Install 8 nuts of the relevant type - Square or round holes, according to your rack type.</p> 

#	Illustration
3	<p data-bbox="256 293 587 322">Do not tighten the screws yet.</p> 
4	<p data-bbox="256 983 794 1012">Slide the rails in the rack, and tighten all screws.</p> 

System Interfaces

Connector (Front) Side





FRU (Rear) Side



* It may take up to five minutes to turn on the system. If the System Status LED shows amber after five minutes, unplug the system and contact your NVIDIA representative.

LED Assignments

Symbol	Description	Normal Status
	System health	Green
	Fan health	Green
	Power supply health	Green
	Bad port detected	Off

Symbol	Description	Normal Status
	Identifier LED	Off/Blue
	Reset button	

Configuration

1. Connect the host PC to the Console (RJ-45) port.
2. Configure a serial terminal program.

Parameter	Settings
Baud rate	115200
Data bits	8
Stop bits	1
Parity	None
Flow control	None

3. Login:

OS	Username	Password
Onyx (MLNX-OS)	admin	admin
ONIE ^a	-	-
Cumulus Linux	cumulus	CumulusLinux! (case sensitive)

- a. No login is required. Press Enter to activate the console.

4. Initial configuration

- a. Onyx (MLNX-OS): Go through the configuration wizard. For further information, please refer to: <https://docs.nvidia.com/networking/category/mlnxos>.
- b. ONIE¹: Please refer to ONIE User Manual - <https://docs.nvidia.com/networking/category/oniesw>.
- c. Cumulus²: By default, the MGMT port will acquire the IP from DHCP. You can cross reference the MAC of the switch with your DHCP server (MAC can be found on switch label) or using "ifconfig eth0" (when using MGMT0). For further information, refer to: <https://docs.cumulusnetworks.com/display/DOCS/Quick+Start+Guide>.

For full installation instructions, go to <https://docs.nvidia.com/networking/category/switchen>.

Notice

This document is provided for information purposes only and shall not be regarded as a warranty of a certain functionality, condition, or quality of a product. Neither NVIDIA Corporation nor any of its direct or indirect subsidiaries and affiliates (collectively: "NVIDIA") make any representations or warranties, expressed or implied, as to the accuracy or completeness of the information contained in this document and assumes no responsibility for any errors contained herein. NVIDIA shall have no liability for the consequences or use of such information or for any infringement of patents or other rights of third parties that may result from its use. This document is not a commitment to develop, release, or deliver any Material (defined below), code, or functionality.

NVIDIA reserves the right to make corrections, modifications, enhancements, improvements, and any other changes to this document, at any time without notice.

Customer should obtain the latest relevant information before placing orders and should verify that such information is current and complete.

NVIDIA products are sold subject to the NVIDIA standard terms and conditions of sale supplied at the time of order acknowledgement, unless otherwise agreed in an individual sales agreement signed by authorized representatives of NVIDIA and customer ("Terms of Sale"). NVIDIA hereby expressly objects to applying any customer general terms and conditions with regards to the purchase of the NVIDIA product referenced in this document. No contractual obligations are formed either directly or indirectly by this document.

NVIDIA products are not designed, authorized, or warranted to be suitable for use in medical, military, aircraft, space, or life support equipment, nor in applications where failure or malfunction of the NVIDIA product can reasonably be expected to result in personal injury, death, or property or environmental damage. NVIDIA accepts no liability for inclusion and/or use of NVIDIA products in such equipment or applications and therefore such inclusion and/or use is at customer's own risk.

NVIDIA makes no representation or warranty that products based on this document will be suitable for any specified use. Testing of all parameters of each product is not necessarily performed by NVIDIA. It is customer's sole responsibility to evaluate and determine the applicability of any information contained in this document, ensure the product is suitable and fit for the application planned by customer, and perform the necessary testing for the application in order to avoid a default of the application or the product. Weaknesses in customer's product designs may affect the quality and reliability of the NVIDIA product and may result in additional or different conditions and/or requirements beyond those contained in this document. NVIDIA accepts no liability related to any default, damage, costs, or problem which may be based on or attributable to: (i) the use of the NVIDIA product in any manner that is contrary to this document or (ii) customer product designs.

No license, either expressed or implied, is granted under any NVIDIA patent right, copyright, or other NVIDIA intellectual property right under this document. Information published by NVIDIA regarding third-party products or services does not constitute a license from NVIDIA to use such products or services or a warranty or endorsement thereof. Use of such information may require a license from a third party under the patents or other intellectual property rights of the third party, or a license from NVIDIA under the patents or other intellectual property rights of NVIDIA.

Reproduction of information in this document is permissible only if approved in advance by NVIDIA in writing, reproduced without alteration and in full compliance with all applicable export laws and regulations, and accompanied by all associated conditions, limitations, and notices.

THIS DOCUMENT AND ALL NVIDIA DESIGN SPECIFICATIONS, REFERENCE BOARDS, FILES, DRAWINGS, DIAGNOSTICS, LISTS, AND OTHER DOCUMENTS (TOGETHER AND SEPARATELY, "MATERIALS") ARE BEING PROVIDED "AS IS." NVIDIA MAKES NO WARRANTIES, EXPRESSED, IMPLIED, STATUTORY, OR OTHERWISE WITH RESPECT TO THE MATERIALS, AND EXPRESSLY DISCLAIMS ALL IMPLIED WARRANTIES OF NONINFRINGEMENT, MERCHANTABILITY, AND FITNESS FOR A PARTICULAR PURPOSE. TO THE EXTENT NOT PROHIBITED BY LAW, IN NO EVENT WILL NVIDIA BE LIABLE FOR ANY DAMAGES, INCLUDING WITHOUT LIMITATION ANY DIRECT, INDIRECT, SPECIAL, INCIDENTAL, PUNITIVE, OR CONSEQUENTIAL DAMAGES, HOWEVER CAUSED AND REGARDLESS OF THE THEORY OF LIABILITY, ARISING OUT OF ANY USE OF THIS DOCUMENT, EVEN IF NVIDIA HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. Notwithstanding any damages that customer might incur for any reason whatsoever, NVIDIA's aggregate and cumulative liability towards customer for the products described herein shall be limited in accordance with the Terms of Sale for the product.

Trademarks

NVIDIA, the NVIDIA logo, and Mellanox are trademarks and/or registered trademarks of NVIDIA Corporation and/or Mellanox Technologies Ltd. in the U.S. and in other countries. Other company and product names may be trademarks



of the respective companies with which they are associated.

Copyright

© 2022 NVIDIA Corporation & affiliates. All Rights Reserved.

