

Snapshot Routing FAQ

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Questions

Introduction

What does Snapshot routing bring me when I do dial-on-demand routing (DDR)?

How does Snapshot routing work?

What happens if the link doesn't come up when Snapshot wants to use it?

What protocols and what routing protocols are supported by Snapshot?

What's the minimum active period that I can define for Snapshot?

Does Snapshot use the connections established by data transfer?

It would be nice if snapshot updates could happen whenever the link is up.

This would mean that under normal circumstances routing information would be exchanged during normal operation and additional calls would not be required. Is this possible?

Are there network topologies that I can't realize with Snapshot routing?

If I have a primary interface on the central site (server), can I support more than 30 clients?

Is Snapshot routing also supported on LAN2LAN products?

When using Snapshot routing, the customer is worried that losing a file server (and therefore its internal network) will trigger 50 calls to his remote sites. Is this true?

Why is Snapshot routing better than the Triggered Updates solution?

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Introduction

This document provides a list of Snapshot routing frequently asked questions.

Q. What does Snapshot routing bring me when I do dial-on-demand routing (DDR)?

A. Snapshot allows you to remove the constraints of building and maintaining static routes/services when having hub and spoke topology in a DDR environment. Dynamic routing protocols will update naturally the routing tables during active windows and snapshot will prevent them from aging for a configurable period of time (quiet period).

Q. How does Snapshot routing work?

A. Snapshot is a timer-based mechanism. It controls "active periods" when routing information is exchanged (which can trigger DDR connections) and freezes the routing table entries the rest of the time.

Q. What happens if the link doesn't come up when Snapshot wants to use it?

A. The client site keeps monitoring the "quiet period" timer. Once this timer has expired, it tries to trigger a connection with the server. If it fails, it will re-try every eight minutes.

Q. What protocols and what routing protocols are supported by Snapshot?

A. Snapshot allows the use of all "distance vector" routing protocols over DDR lines. They include:

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- RIP and IGRP for IP
- RTMP for Appletalk
- RIP and SAP for IPX
- RTP for Vines

Q. What's the minimum active period that I can define for Snapshot?

A. With snapshot routing, you define an active period during which routers update their routing tables. In order to secure the exchange of the full routing tables, the minimum active period is set to five minutes (three routing updates minimum).

Q. Does Snapshot use the connections established by data transfer?

A. By default, Snapshot routing takes advantage of each new connection to enter into an active window. Because some applications require short connection time (less than a minute), this option can be deactivated and then snapshot routing will trigger the link-up and start an active period at the expiration of the quiet period.

Q. It would be nice if snapshot updates could happen whenever the link is up. This would mean that under normal circumstances routing information would be exchanged during normal operation and additional calls would not be required. Is this possible?

A. If you use the default configuration, this is exactly what happens. The parameter "suppress-statechange-updates" prevents the behavior you desire, but by default the behavior is there. Whenever the link goes from down to up, the Snapshot active period is restarted by default. Note that the active period retains its original length. For example, if it is set to five minutes, the updates are exchanged for the first five minutes, after which they are not exchanged.

Q. Are there network topologies that I can't realize with Snapshot routing?

A. Snapshot has been designed for hub and spoke topologies. It is not recommended in meshed networks where static routes are more efficient.

Q. If I have a primary interface on the central site (server), can I support more than 30 clients?

A. There is no limit on the number of clients. Snapshot does not require a one-to-one correlation of client routers to B-channels. If a client wants to connect at a time when all interfaces are busy, the retry parameter assures that snapshot updates are exchanged in a timely manner.

Q. Is Snapshot routing also supported on LAN2LAN products?

A. Yes.

Q. When using Snapshot routing, the customer is worried that losing a file server (and therefore its internal network) will trigger 50 calls to his remote sites. Is this true?

A. No, this does not happen. Snapshot only wakes up on its interval, and will refuse to let the routing update packets go across the dialer link unless Snapshot views the link as "currently active for routing updates."

Q. Why is Snapshot routing better than the Triggered Updates solution?

A. Snapshot's main strengths in DDR environments come down to offering a dynamic routing multiprotocol solution while respecting cost-control. Triggered Update solutions are likely to generate instability if there is any network change, which makes them non-scalable. Besides this, they require a specific adaptation for each routing protocol.

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